

VIRTUAL BOY!
More on the 32bit beast!

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TOTAL!

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STARGATE in our
exclusive review and
preview!

**ULTRA
DOOM!**
Get all the info in
our special report



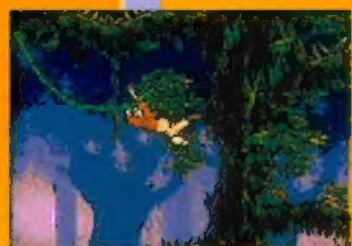
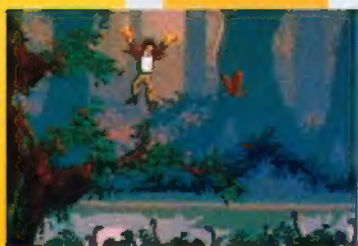
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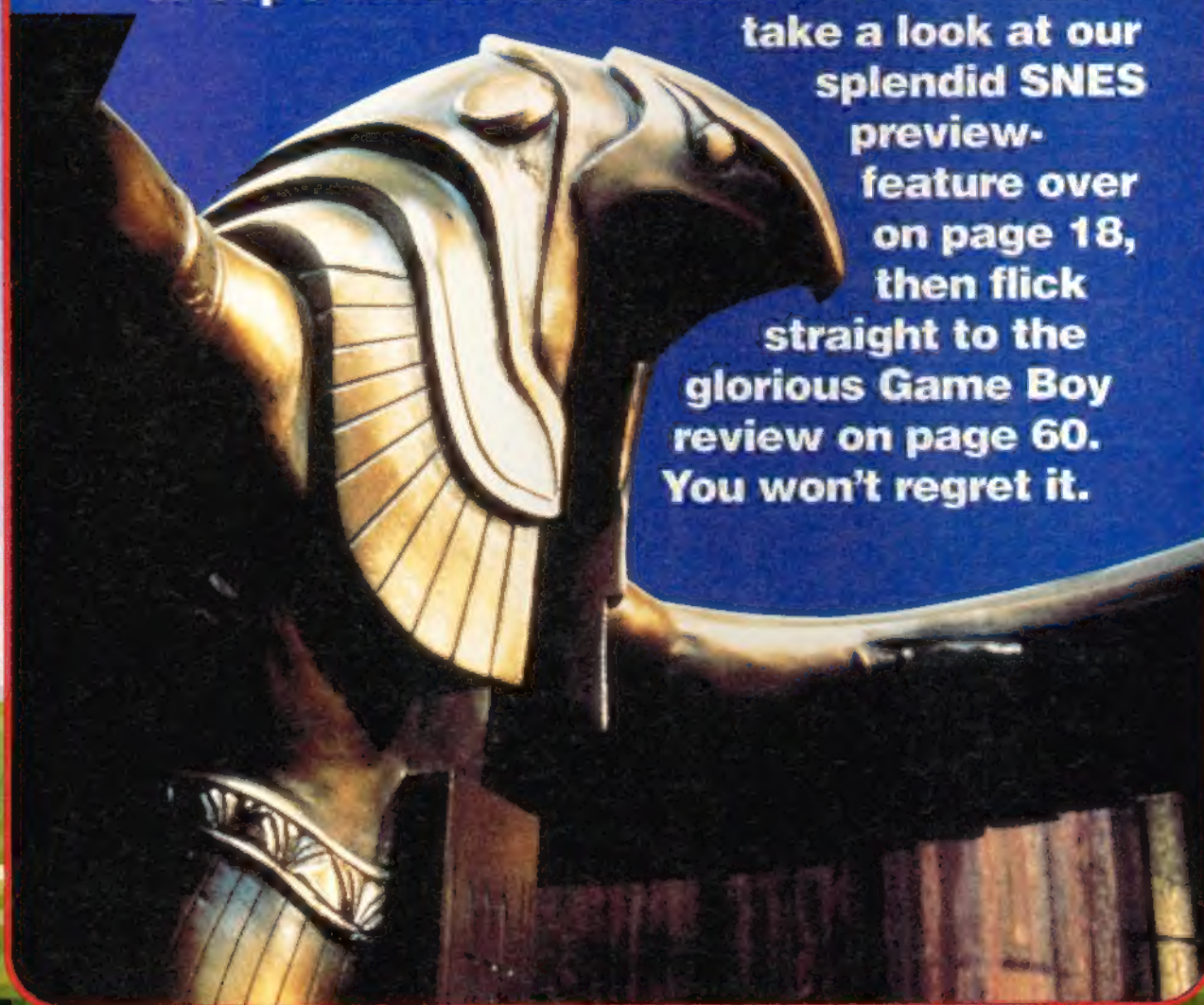
25th



18 STARGATE

First things first, run down to your local cinema to cop a load of this brilliant new film then

take a look at our splendid SNES preview-feature over on page 18, then flick straight to the glorious Game Boy review on page 60. You won't regret it.



39 TIPS ALMIGHTY!

DONKEY KONG COUNTRY SOLUTION!

As well as our usual tips and the second part of our *Mickey Mania* solution, we also have a whopping 16-page pullout guide to the Christmas number one. This is the most comprehensive guide in the world and it's over on page 39.



14 ATKO INVESTIGATES

Atko stood in the doorway. His eyes glared out from under the rim of his hat. Suddenly, like a flash he reached inside his overcoat, pulled out his weapon and screamed "Couldn't give this a once-over could you, Johnny? I'm investigating post-Christmas game bargains this month and I want to look my best." Find out what all this drivel is about on **page 14.**



I invest!

88 YES, WE'RE GIVING IT AWAY!

We must be stupid, but once again we're giving away a load of stuff for absolutely nowt. This month: 100 Popoon T-shirts, a day out at Ocean and Granada studios, plus SNES *Mighty Max*. Hop, skip and, yes indeed, jump over to **page 88.**



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26 CLAY FIGHTER 2: JUDGMENT CLAY

Comedy combat is the order of the day, so if you're a fan of the original, you could do worse than to take a look at our Josse's thigh-slappingly jovial review of this comedy cartridge on **page 26.**



6

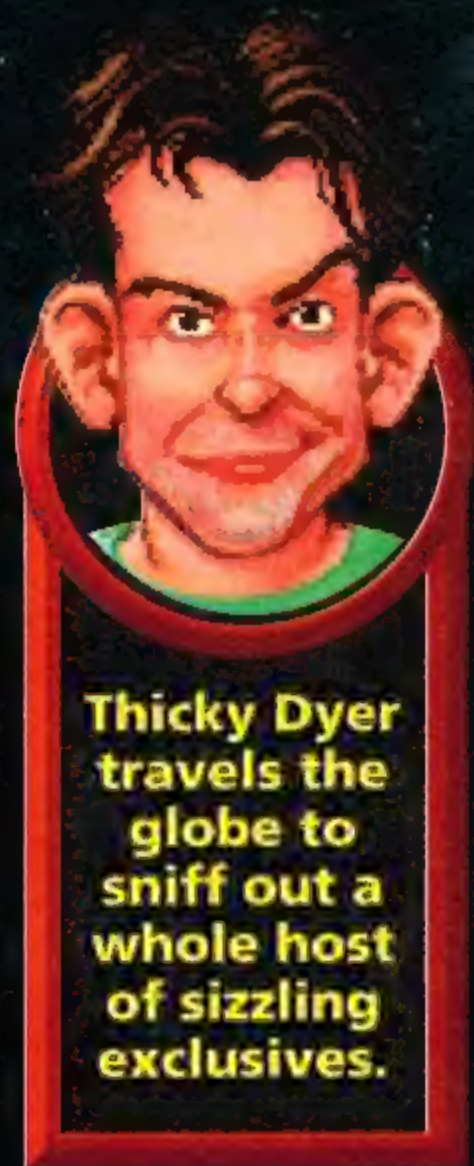
VIRTUAL BOY

Just unveiled at the Winter Consumer Electronics Show in Las Vegas, we take a look at Nintendo's new 32bit machine and ask "Virtual Reality or cobblers?" Turn to **page 6.**

8 ULTRA DOOM



It's one of the most incredible games of all time, sadly it's on a PC. The good news is that an enhanced version is being developed for the Ultra 64. Read all about it on **page 8.**



Thicky Dyer travels the globe to sniff out a whole host of sizzling exclusives.

TOTAL!

NINTENDO NEWS

Brand spanking new Nintendo hardware on its way! Read all about the amazing new 3D 32bit system exclusively in TOTAL!

VIRTUAL



Space Pinball: Looks pretty odd when it's still, but when it's in action, erm, it's still odd.

Nintendo have finally unveiled the legendary Virtual Boy! After the concept of a 32 bit system has been touted around for something like a year, most people (including the TOTAL! team) assumed it was going to be a head mounted display, like the VR machines you find in arcades.

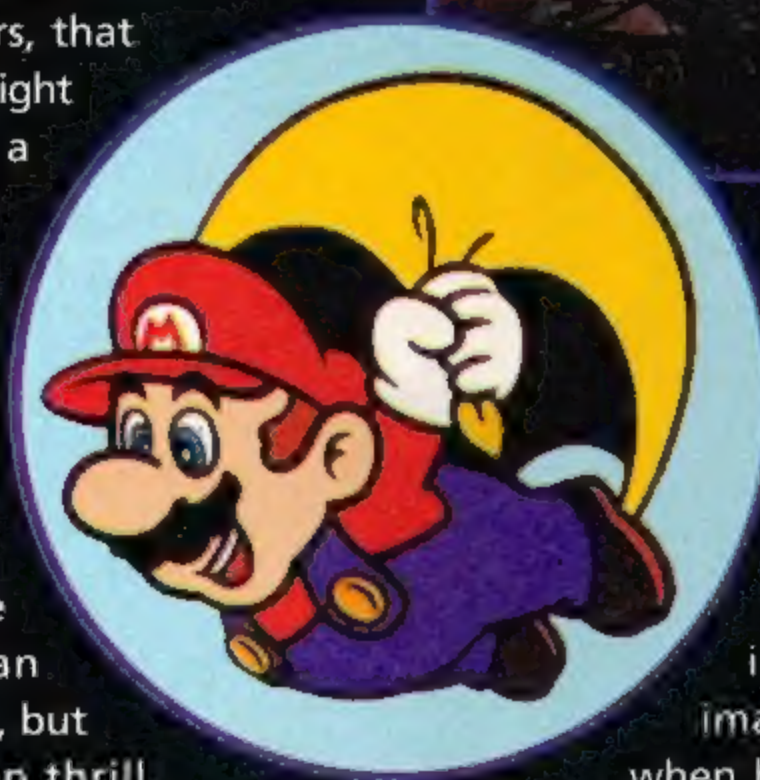
As you can see from the pictures, that isn't quite the case. Yes, the Virtual Boy has twin monitors, that you stare straight into, just like a VR headset, but there is no motion

tracking equipment, and at the moment the early pre-release unit simply sits on a table top. You have to lean over and peer into it, like those saucy picture shows Victorian gentlemen would often peruse, but this time it's not such a cheap thrill. Nintendo are working on a shoulder-strap to enable the gameplayer to move around as they're playing the 3D games. *Teleroboxing* would be especially good for that.

Left: Try to imagine this lot as a red 3D outline on a black screen. Intrigued?



Above: No shoulder strap yet so you have to peer down into the Virtual Boy.



The display unit used comprises of two near identical monitors, each displaying a red image on a black screen. Both images are slightly different, and when brought together, produce a 3D illusion, previously known as stereoscopic 3D. One possible problem is that with this (not quite finished) version it seems that much of the 32 bit processing power is taken up with displaying two images simultaneously.

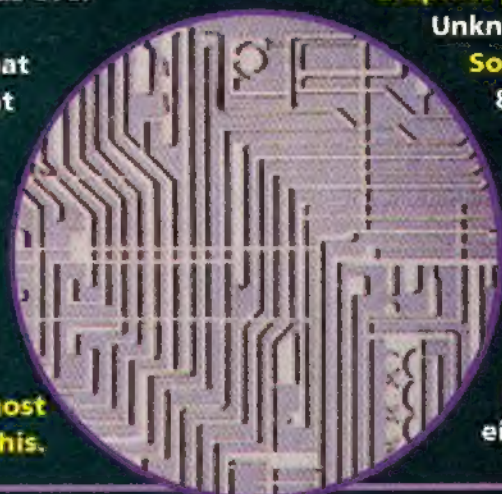
The Virtual Boy boasts one of the best joypads ever. Attached by a couple of cables to the main



VIRTUAL BOY Tech specs

The technical specifications of the Virtual Boy are a pretty closely guarded secret and Nintendo, protective as ever over their new products, certainly aren't saying what lurks inside the machine at this point, but as ever, TOTAL! has the lowdown, and were you to take one of the little suckers apart, you might find it looks something like this:

The Virtual Boy almost certainly won't look like this.



Main CPU: 32 bit NEC processor, either a V810 or V820

Graphics processor:

Unknown custom unit

Sound processor:

8 bit stereo chip

Display unit: Twin oscillating reflection monitors, combining image to produce stereoscopic 3D.

Joypad: Eight button left or right handed.

Battery life: Seven to eight hours of play.

BOY UPDATE

unit, its twin pistol grips and double movement key are comfortable for left or right handed players. Innovative button positioning and design mean that even though the games themselves aren't complete, controlling them was a joy in itself.

In an innovative departure from traditional polygon-based 3D, Nintendo are developing a bunch of new games, and so far they all seem to be based on top existing Nintendo titles.

Mario Bros VB is a version of the multi-million seller, *Mario Bros*. *Space Pinball* is oddly 3D in appearance (sorry, it's impossible to describe - it really does look 'odd'), and *Teleroboxing* is fairly similar to the tremendous *Punch Out*, but the characters are robots.

These three are the first batch (none are actually finished yet), and we were surprised the games were shown at this early stage - they're not finished and it's unlike Nintendo to let folks like us get our grubby mitts on their stuff 'til it's complete. Sound comes from speakers mounted on the unit, and like the Game Boy it's stereo, but will hopefully sound a little more impressive than the Game Boy because of the way the larger speakers are mounted.

All in all, the Virtual Boy is a bit of a strange case. It's already being referred to as the "Japanese Product" by certain parties, and there's no official UK release date announced yet.

However, if you remember, the Game Boy got mixed reactions when it was launched, and the new VR32 system will be backed up by more plenty more new games when it is unveiled in the USA later this month. Atko will dig out more details for his investigation next month.



The Virtual Boy's *Teleroboxing* looks like a proper 3D version of *Punch Out*.

Donkey Kong Reality!

Last month we featured a story about the forthcoming advertising campaign for Nintendo's fast-selling *Donkey Kong Country*, highlighting plans for bus shelters to be adorned with gorilla footprints and blasted with realistic gorilla effects and jungle noises. Well, now they're a reality! Here's the Kongster himself going ape at a site in London. The campaign seems to be doing the trick as *Donkey Kong Country* is shooting up the charts goodstyle.



It'd be great job being Donkey Kong. You'd keep dry and warm in that gorilla suit.

MORE SEGA AD OUTRAGE

Despite complaints being forwarded to the Advertising Standards Authority (ASA), Sega have continued with their 'ambiguous' advertising campaign which has had anti-drug campaigners in uproar this month.

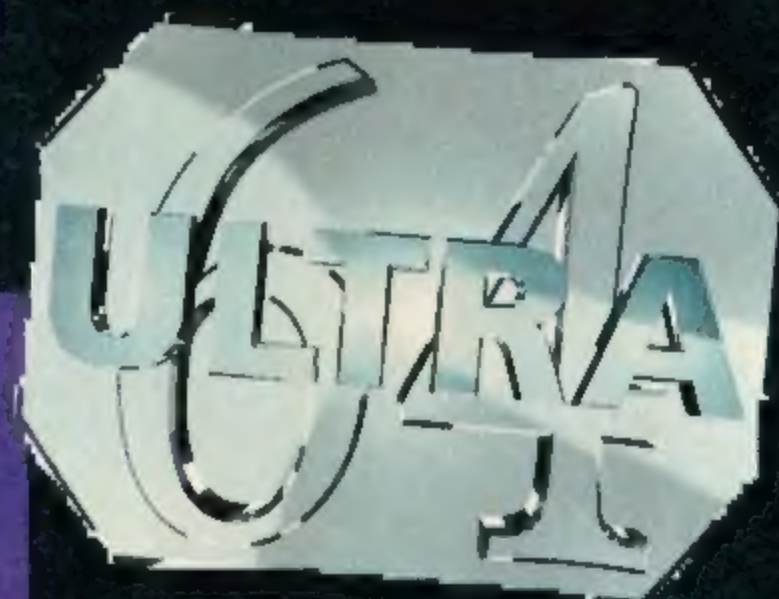
The computer trade monitoring body, ELSPA, has condemned the *Virtua Racing* 'Score some speed' ad and asked Sega to withdraw or redesign it. Meanwhile Sega have carried on undaunted with their campaign, this time with an advertisement for *Ecco: The Tides Of Time* (see below).

Once again, if you think the ad is unacceptable we urge you to contact the ASA at 2 Torrington Place, London, WC1E 7HW.



Protest to the ASA and we can get this advert banned too.

NINTENDO NEWS

DOOM
WITH A (MULTI-PLAYER?) VIEW

Plenty of redstuff in the very un-PC PC Doom. If you know what I mean.

64 version, and the modifications made to the PC version in the sequel are the best clue as to quite what the 64bit Nintendo system will have to offer.

The original game is an incredible experience as a one-player gory blast-fest, but with multi-player link up, it's unbelievably atmospheric and involving. The PC's *Doom II* has more weapons, plenty more gruesome monsters to waste

and over 30 scary levels plus who knows how many hidden secret areas? The difficulty levels have been upgraded to make the challenge more testing on each setting and the numerous minor upgrades to graphics (it uses the same graphics engine but with some tweaks), sound and collision detection mean that the whole thing works even better. The single biggest improvement, though, is in the multi-player mode which works a lot smoother, and with more immediate opponent-blasting results.



So what does this mean for the Ultra 64? Well, as ID have picked up on what few criticisms have been levelled at the original *Doom* and modified the game to near-perfection, and with something like a year to develop the game for the Ultra 64, they'll surely make the forthcoming Nintendo game the definitive version.

Plus! As there's so much emphasis placed on the multi-player link up, and with Williams developing a multi-player link-up for their *Cruis'n USA* Ultra 64 arcade machines, this means that multi-player games are a priority for Ultra 64 developers. That, as we are wont to say, is *not flippin' bad!*



"Eat my lead you foul monster!" You'll be hearing plenty of that soon.

TOTAL!
S.P.E.C.U.L.A.T.I.O.N.

Peculiar Exclusives Creepily Unveiled After
TOTAL! Investigates Outrageous Nonsense

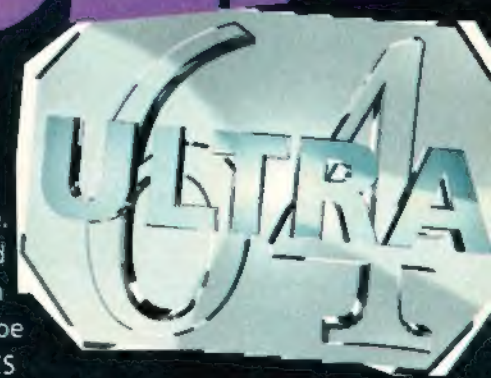
TIN STAR
SPAGHETTI?

Howdy pardners! 'Comic' robot sheriff East Driftwood's a comin' to your SNES. Yep, straight from the horse's mouth (erm, wee, Nintendo of America anyway) comes the news that a new SNES game star is born. The new horizontally-scrolling action shoot-'em-up *Tin Star* will be compatible with joypad, mouse and super scope. Thrice the fun? We'll have to wait and see. Piccies and more info next month. And we don't mean daft piccies of spaghetti and that.



"And you eat my lead, too. Horrid thing!" You'll probably hear a bit of that, too.

ULTRA 64 STREET RACER



Game developers Vivid Image and software house Ubisoft seem to be on the verge of signing up to produce a new version of their stonking great racing game *Street Racer* for the Ultra 64.

Software developers are now looking to the Ultra 64 as the next programming challenge, and although *Street Racer* is unlikely to feature on the Nintendo/Williams arcade Ultra 64, and the good news is it may be developed in time for the machine's UK release.

As game programmers are looking to the next generation technology, the Ultra 64's cartridge-based format is proving popular. Mev Dinc, *Street Racer*'s designer and producer voiced his concerns about the limitations of working with CDs. "We are currently developing a version of *Street Racer* for the Sony PlayStation, but are

looking forward to the prospect of going back to cartridges with Nintendo's new machine."

The Ultra 64's *Street Racer* is likely to be along similar lines to the SNES version. All the characters should be there – including our favourite, Hodja, the odd Turkish lad – plus the excellent graphics and

simultaneous four-player mode. Mr Dinc stressed that their main objective would be to retain the SNES

version's excellent gameplay, and hopefully build on it, but suggested that other minor modifications would be made including trackside objects, new 'camera' angles and a re-jig for the soccer mode. We'll bring you more details once the development deal is finalised and show you work-in-progress screenshots when they're ready. In the meanwhile we'll probably use that picture of Suzanne Mizzi. Again.



Suzanne Mizzi helped promote the SNES version. She did a lot for it. She did a lot for me 'n' all.



Let's just hope that the Ultra 64 has four-player compatibility, too. Phwoar!

The SNES version was great. The Ultra 64 version promises to be brilliant.



The lights change to green and it's GO! GO! GO! for the Ultra 64.

TOTAL! S.P.E.C.U.L.A.T.I.O.N.

Peculiar Exclusives Creepily Unveiled After TOTAL! Investigates Outrageous Nonsense

TWO GAMES MOVIE DEATHS

Raul Julia, who had just finished filming the part of M. Bison for the forthcoming *Mortal Kombat* movie has sadly died aged 54 after a long battle with cancer. As his filming was completed for *Mortal Kombat*, it will feature in the film. Let's hope that the end result will be a fitting tribute to the actor.

It also appears that Terrence Runte, the co-writer of *Super Mario Brothers* (the movie) has met his maker. Runte went missing on a swimming trip while researching a movie in Jamaica. His clothes were discovered washed up at an area known as Shark Rock and his body is yet to be found.



HIS PREY BETTER START PRAYING.



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RELEASE DATE: DECEMBER '94



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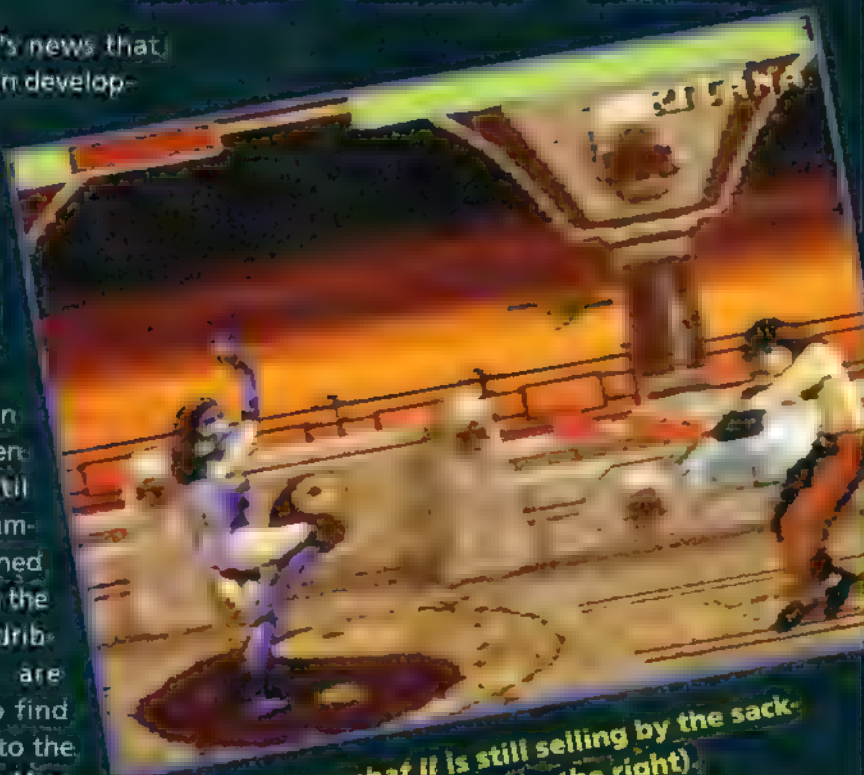
INTERPLAY PRODUCTIONS, 71 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RR. TEL: 0235-821666
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Mortal Kombat III

Following on from last month's news that *Mortal Kombat III* is definitely in development, we can now confirm a few more facts about the most eagerly awaited beat-'em-up of '95. As revealed last month Sonya and Kano will indeed be back and the latest characters to be confirmed by Williams of America are Shao Kahn, Kung Lao and Goro.

Mortal Kombat III has secretly been in development for six or seven months now. Up until recently the programmers have remained tight-lipped on the subject but dribblings are starting to find their way to the TOTAL! office. We know for sure that the second sequel will feature more fatalities, better sounds, more samples in fact more of everything.

We also know that an Ultra 64 version is definite and that it's likely to be one of the first versions



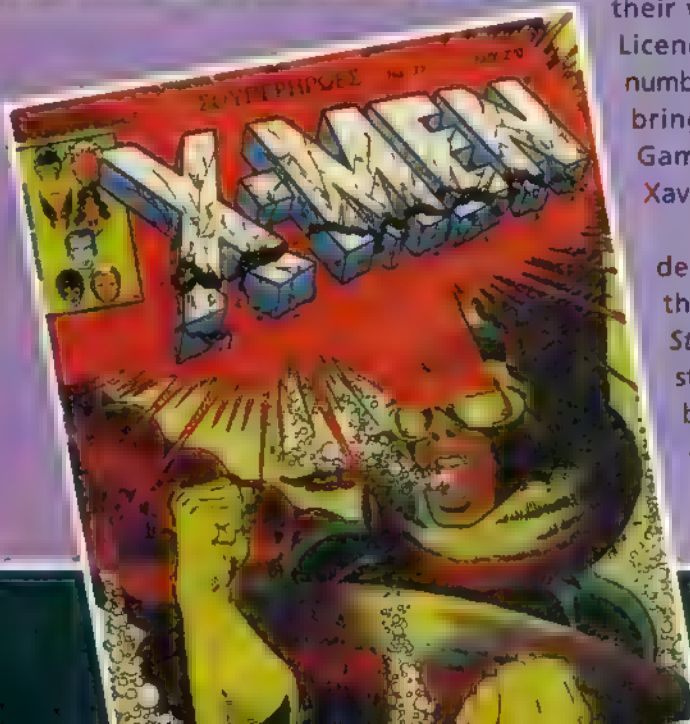
Mortal Kombat II is still selling by the sack-load. (Just take a look to the right)

launched to the home market (along with the SNES version which is likely to be the very first).

A *Mortal Kombat* cartoon will be available both sides of the Atlantic soon on video and, strange but true, *Mortal Kombat the stage play* will be touring America next year. Are they bonkers over there or what?

TOTAL! S.P.E.C.U.L.A.T.I.O.N.

Speculation about the future of the Mortal Kombat series.



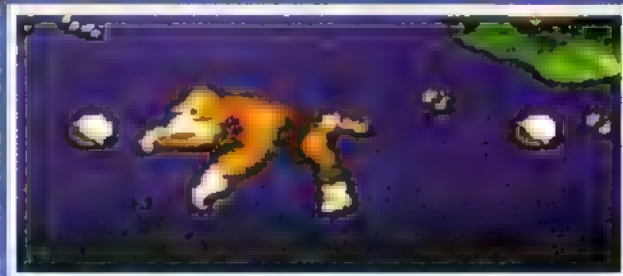
EXTRA X-MEN

Games giants Capcom and classic comic book crusaders Marvel are getting hitched. Well sort of, anyway. They've done a licencing deal to create new X-Men games that will be featuring in arcade games about now, and will be winging their way to the SNES before too very long. Licenced X-Men have already featured in a number of SNES games, but this deal looks set to bring all the X-Men – Wolverine, Cyclops, Gambit, Beast and Psylocke plus Professor Xavier to your screen.

Capcom sound enthusiastic about the deal, too, claiming that the deal – which they've compared to their own stonking *Street Fighter* series – is "creating an even stronger connection between avid comic book readers and die-hard game enthusiasts". And what's more, unlike this comic, the games won't all be in Greek. Thank heavens for that.

CHARTS

Well who'd have guessed? (William Hill the bookies did. Andy) *Donkey Kong Country* was the Christmas number one.



SNES

1. Donkey Kong Country
2. Street Racer
3. Starwing
4. FIFA Soccer
5. Lion King
6. Mortal Kombat II
7. Secret of Mana
8. Super Mario World
9. Stunt Race FX
10. Super Mario Kart

NES

1. Swordmaster
2. Battletoads / Double Dragon
3. Pacman
4. Solstice
5. Ultimate Air Combat
6. Galaxy 5000
7. Alfred Chicken
8. Spiderman
9. Tetris 2
10. Alfred Chicken

GB

1. Donkey Kong '94
2. Tetris 2
3. Wario Land
4. Kirby's Dreamland
5. Space Invaders
6. Kirby's Pinball Land
7. Super Mario Land
8. Darkwing Duck
9. Mortal Kombat
10. Jurassic Park

The best graphics
ever

It can only be PlayStation

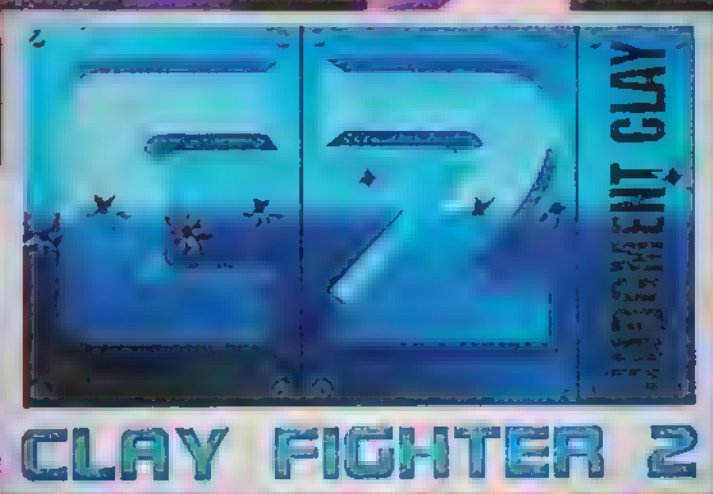


Read the **first** review of
Ridge Racer in **Edge**



Issue **seventeen** onsale now
at selected newsagents

COME AND HAVE A GO IF YOU THINK YOU'RE SOFT ENOUGH.



SUPER MINTENDO
EXTENDED PLAY SERIES



Visual Concepts

INTERPLAY PRODUCTIONS, 77 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RN, ENGLAND

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ATKO

INVESTIGATES

In The Case Of The £50 Bargains

It was a quiet day in the Atko detective agency. Business was slow, my secretary was off sick and the coffee machine was churning out the kind of wake-up juice used in voodoo ceremonies. I was sat at my desk making fun balloon animals which was no fun at all, when Thicky Dyer poked his head around the door. How he had the gall to show his face again after last month both angered and intrigued me at the same time. I decided to hear him out.

"You've got some nerve showing your ugly mug around here after last month's treachery, Thicky."

He smiled and walked into the office, displaying a bulge in his pocket that would make a donkey feel inadequate.

"I'm sorry about last month Atko, we both got hurt and to make up for it I've got a chance-in-a-lifetime case for you."

"I'm listening." He reached into his pocket and

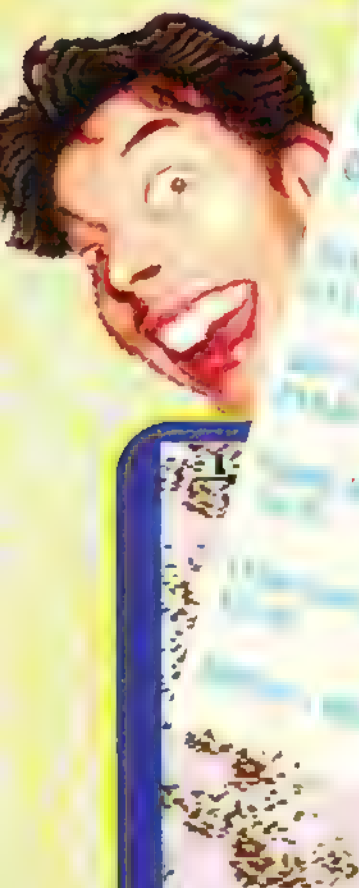
produced a package that left me speechless.

"I'm impressed." It was a wad of fifty pound notes, the kind of wad that could sustain a small country for several years. When I say small country I mean small, the kind of country you could carpet.

"That's a lot of money Thicky. What's the catch?" On the surface there wasn't a catch. Thicky wanted me to find the best Nintendo bargains I could for £50, what with the January sales and everything, TOTAL! readers wanted to know how best to spend all that money they got for Christmas. I was to get receipts for everything and report back to him within the week. For every fifty I spent he would match it with another fifty for me. I reluctantly agreed to take the case.

As I was going to be pounding the streets Thicky arranged to put me up in a posh hotel in the city which he described as like the one out of *Pretty Woman*. I should have known better.

I arrived late at a seedy shack that didn't look much like a posh hotel to me. I rapped at the door



This is a real bargain. *PGA Tour Golf* is a nice user-friendly golf sim with easy to use menus that received a rather unfair 69% way back in issue 11. *Sim City* has been described as possibly the best value game ever, and at £18.99 it shouldn't be missed. It scored a whopping 94% in issue seven. You also get a lovely new joypad and a dust cover to keep your SNES warm at night.

On top of that you're left with enough change to buy a copy of TOTAL!, a can of fizzy pop and nip into your local arcade for ten minutes. Not bad!

and by the time it was answered I had attracted quite a crowd tossing coins in my direction. The guy who let me in was a dirty, balding, George Roper lookalike who turned out to be the manager of what I now knew as *The Grumpy B & B*. He showed me to a room which for some reason reminded me of *The Addams Family*. Nevertheless I decided to turn in early, I had a full day's shopping ahead of me.

Armed with my wad of fifties I put shoe leather to pavement and began my quest. In every shop I visited I got the same response. The assistants completely ignored me. I would queue at the counter with an armful of Nintendo goodies and get completely blanked for no discernable reason. Did I smell? Was I invisible or could it have something to do with my appearance? Surely a pink feather boa and a touch of British racing green eye-shadow wasn't enough to brand me as a social leper? After a couple hours of this treatment I began to get paranoid. I couldn't hold in my feelings any longer. Tears began streaming down my face and I ran back to *The Grumpy B & B* bawling like baby in a mincing machine.

The landlord was there when I got back. That was the last thing I needed. His grumpy expression brought the tears streaming back, but to my surprise he put his arm around me and asked me what was wrong.

"It's this new Thick case. Wherever I go they won't serve me and I have all this money and the case has to be completed in a few days. I just don't know what to do."

"It's okay, why don't you calm down for a minute and tell me all about it?"

I told him all about the case and about how nobody would help me. He said he knew just the person to call and left the room. On his return a familiar figure entered the room with him.

For fifty pounds these two-in-one carts are brilliant value. There are four to choose from on the SNES.
100% Sci-Fi Adventure has *Super Star Wars* and *The Lawnmower Man*.
100% Adventure contains *Super Putty* and *Super Mario World*.
100% Racing features *GP1* and *Super Off Road*.
100% Combat includes *Flashback* and *Equinox*.
 We reckon that the adventure pack is the best value but for £49.99, you can't really go wrong with any of them.

Most Games Retailers

Telstar Double Value Games - £49.99

TOTAL - £ 9.99



Future Zone

Super Mario World-SNES - £19.99

Kirby's Dreamland-GB - £9.99

Zool - GB - £9.99

Total Carnage - GB - £9.99

In our opinion Future Zone is by far the best place to shop for Nintendo bargains. One of the best SNES games ever and three Game Boy games for fifty quid can't be bad. On top of this they have the following SNES games for £19.99: *Starwing*, *World Class Rugby* and *Flashback*.

For £17.99 you can pick up *Super Tennis* for the SNES and at the bargain basement price of just £6.99, *Splitz* for the Game Boy is a top buy. Good stuff!

TOTAL - £49.96



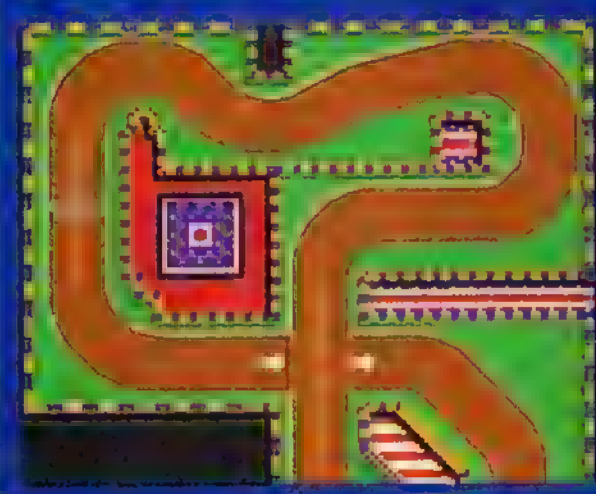


"Johnny, what are you doing here?"
 "Grumpy here gave me a call. I've heard about your troubles and think I may have the answer."
 "What? How do you know? And why won't shop assistants serve me?"
 "I don't know what you're talking about."
 "Oh don't start that rubbish again. I've got a pile of cash here, just tell me what you know and take what you want."
 It turned out that I wasn't being served because of the colour of my eye-shadow. A little know scientific survey proved that anyone wearing British racing green was seen to be the farming type and so not really worth talking to. He knew that I couldn't face shopping again for a while and disclosed his latest line of work, counterfeiting.
 "What good's that going to do me, Johnny? I don't care how good a crayon you are, counterfeiting is not going to solve this case."
 "As I hear it Atko, you've got to provide Thick Dyer with receipts as proof of purchase before he'll pay you."
 "Yes but how can we forge receipts when we don't even know what the best £50 Nintendo bargains in town are?"
 Johnny produced a price list covering every

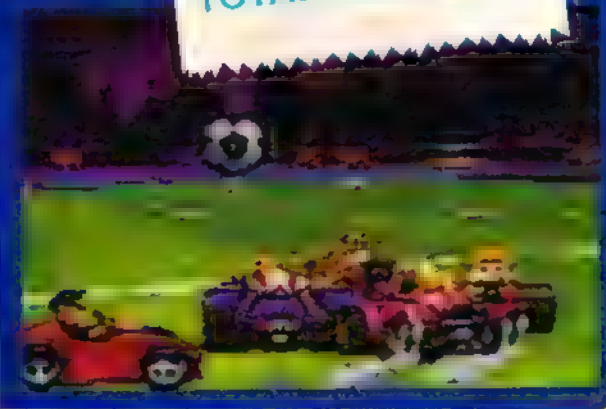
Dixons
 John Madden Football - SNES - £14.99
 Smash Tennis - SNE - £34.99
TOTAL - £ 9.98

If you're a bit of a Sport Billy this is the bargain for you. *John Madden Football* is a classic and if you haven't already got any of the versions, this one's as good as any, especially at £14.99. As for *Smash Tennis*, this is the best tennis game on any format, ever!
 As well as these two gems, Dixons are offering *Street Fighter II Turbo* for the SNES at £29.99 and *Muhammad Ali* for the Game Boy at £12.99.

Street Racer is one of the best driving games available for the SNES and it's a new release. You won't find this brilliant four-player driving frenzy cheaper anywhere else, that's for sure. Add to this *Blues Brothers* for the Game Boy and we're talking about a seriously good purchase.
 If however you've got a couple of quid extra to spend, scrap *Blues Brothers* and get *Ryan Giggs Soccer* for the SNES at the superb price of £19.99.



Our Price
 Street Racer - SNES - £32.99
 Blues Brothers - GB - £17.99
TOTAL - £50.98



Nintendo product in town.

"Where did you get hold of that?"

"I don't rightly remember."

"Oh, alright, whatever. Let's get to work."

I searched the list for bargains while Johnny produced top quality fake receipts. When Johnny had finished I made up the case files and hot-footed it over to Thick's office. I received double the pay I was expecting and nobody got hurt. Maybe I'll work for Thick again.

So there it was, the case of the £50 bargains dead and buried largely due to the ever resourceful Johnny. Thick was happy, Johnny is looking for a new line of work (as usual) and I've got a stack of cash to take to Las Vegas next month when I investigate the winter CES. Hoorah!

Curiously enough WH Smith is one of the best places for getting Game Boy accessories. The Snap 'N Power rechargeable battery pack is just £14.99 and the Total Support System (that suitcase thing with all the compartments and add-on bits) is a mere £29.99. You also get the added bonus of being able to pick up a copy of TOTAL! while you're in there. Excellent!

WH Smith

Game Boy -
39.99

GB Handy Carry
Case - £10.9

TOTAL - £50.98

NEXT MONTH

What I'd really like to do is take some time off and get to know my new secretary, Richard, a bit better. But that Thick Dyer said something about a job he wanted me to do in the States for him - something about an investigation into the CES, whatever that is.

"Look, Atko. The CES is just about the most important event of the year for gamers. It's the biggets show in the world and you've got to find out all about the Nintendo scene."

Oh, right. So I'll be investigating that, then. Cheers!



Rumbelows

Cool Spot - SNES
- £19.99

Aladdin - SNES -
£24.99

TOTAL - £44.98

Platform junkies won't do much better than this for forty five quid. They're both great games! Also in the £19.99 price bracket are *Lawnmower Man*, *NBA All Stars*, *Battle Clash*, *Striker* and *Street Fighter*.

Also worth looking out for are the half price Game Genies clocking in at £17.49 and £12.49 for the SNES and Game Boy respectively.



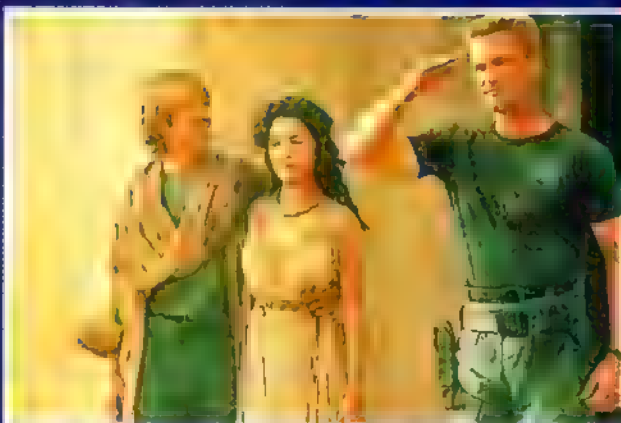
THE



A mammoth/camel type arrangement.



Cheesy gold-plated market goods anyone?



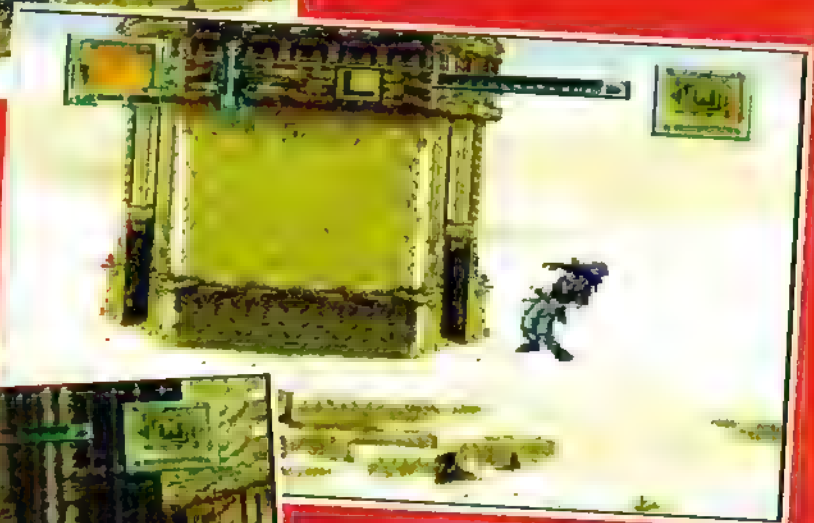
James Spader's pulled a girl with one eye.



Fancy a go on my stick? It's lots of fun.



Right: Kurt Russell's purple hat is no match for Atko's pink feather boa when it comes to tasteless fashions.



Left: This looks suspiciously like Jabba's palace from out of Return Of The Jedi. Oh well, if you're going to crib from another film, the Star Wars trilogy are as good a choice as any.



Right: Evil Ra's disciples must be seen off immediately before they blast you with their very futuristic sticks.



Left: Some of these baddie sprites look almost texture mapped. That won't stop you needlessly blasting their pants off though.



For ► Super NES
From ► Sony

ADDAMS FAMILY VALUES



Surely this can't be the intro sequence to a SNES game? Get back on the PC, first person 3D perspective. Go on, be gone!



The original *Addams Family* game was a bit of a disappointment but then so was the film if the truth be known. The second game *Pugley's Scavenger Hunt* was a shockingly good platformer released very close to the film's sequel *Addams Family Values*. Well now we have the third in the series based on the second film (this is all getting very confusing - Andy).

Addams Family Values sees the new addition of baby Pubert to that spooky, kooky family. Pubert has been abducted by the evil nanny Debbie Jallinsky and after receiving a ransom note, Gomez and Fester discover that she's hiding in a mansion just a few miles out of town. The whole family set off on a quest to save Pubert and this is where the game kicks off.

You take on the role of Fester and with the help of the rest of the family must see off Debbie's friends, avoid traps and solve

For ► Super Nes
From ► Nintendo

UNIRALLY

Formally known as *Uniracer*, Nintendo's re-named *Unirally* has just been completed for a March release. We got hold of a copy just as this issue was going to print so in time-honoured tradition we yelled "Stop the presses!" to bring you a sneak peek.

This one or two-player bonkers racer is the fastest thing we've ever seen on the SNES. The programmers reckon it's nearly three times faster than Sega's *Sonic* and we certainly believe them.

Set out over countless levels (we haven't found all the secret ones yet) you choose between 12 different unicycles each with their own character, a like in *Stunt Race FX*. The animation has to be seen to be believed and the sprites are rendered in a *Donkey Kong Country* kind of a way. Not bad!



FAMILY



Fester's not a good looking fella. Johnny looks very similar first thing in the morning.

all manner of puzzles. The game is split into seven different levels which (and this is a good feature) may be tackled in any order that tickles your fancy. Hoorah!

From what we've seen of it so far, this looks like being the best Addams Family license yet. The graphics look gorgeous at this stage and a great deal of effort seems to have been put into the level design, a rarity in platformers these days. Needless to say, that old toe-tappin' Addams family music is prominent throughout, and the rest of the effects ooze class.

We'll hopefully be bringing you an exclusive review of *Addams Family Values* next month. It should be a goodie.



This overhead perspective is certainly a departure from previous Addams Family outings on the SNES.



It looks more like an RPG or maybe even *Zombies*. Now that would definitely be a good thing. Here's hoping.



For ▶ Super Nes
From ▶ Titus

SINK OR SWIM

Hot on the heels of the top puzzler *Brainies*, Titus are near completion on a more platform-based mind-stretcher, *Sink Or Swim*.

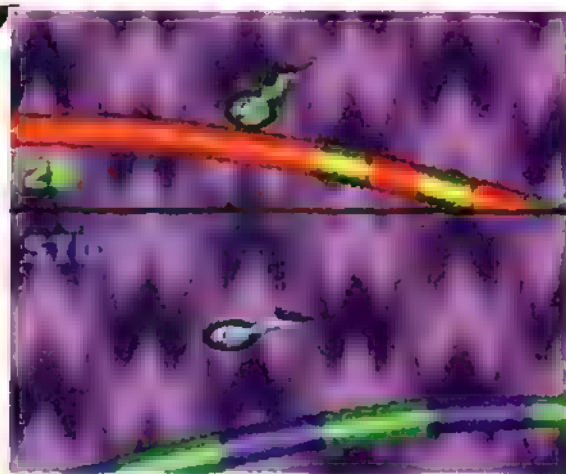
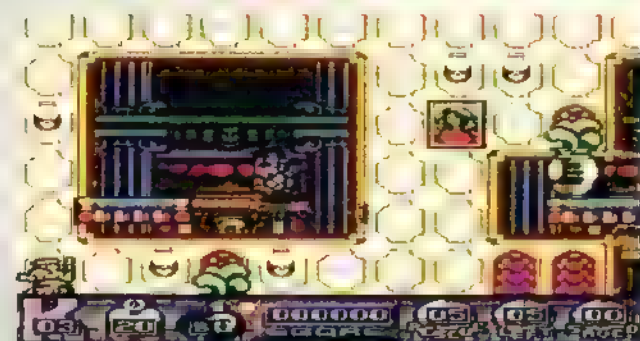
The SS Lucifer is sinking and only the cool-headed Kevin Codner is level headed enough to save the stupid passengers and crew. He must guide these dumb unfortunates through over 100 levels of conveyor belts, ladders and hatches by cunningly pulling all the right levers, pressing the right buttons and shifting crates. Only then will the passengers be free.

Yes it does sound like a *Lemmings* clone but surely that's a good thing - it's one of the most addictive and best selling games ever. Either way, look out for an exclusive review next month.

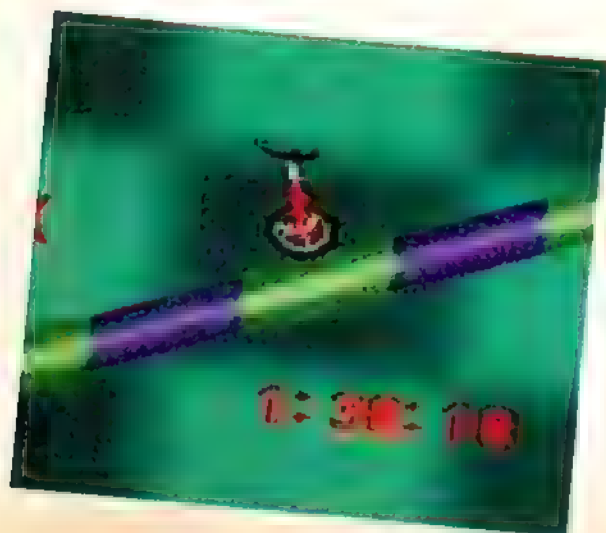
Cynics may argue that this is just a *Lemmings* clone. Maybe, but it looks good.



Above: What are Eskimos doing on a luxury ocean liner? Find out in our review next month.



It may look a bit ordinary here but you should see the speed of it. Wow!



KID CLOWN IN CRAZY CHASE

For ► Super Nes
From ► Nintendo

Here's that old, old story of clown meets princess, aliens kidnap Princess and clown runs frantically through mayhem-filled levels to save her.

It's hard to pin-point exactly which genre *Kid Clown In Crazy Chase* falls into. It would appear to be a platformer but it's more of a skewed perspective running collect-'em-up. Whatever it is we reckon this'll be a big hit when it's released in March.

The graphics seem wonderful and there's certainly enough humour to sustain several series of BBC sitcoms. Let's hope it's as playable and addictive as it looks.

As always you can count on a comprehensive review in the next fun-packed issue of TOTAL!



Kid Clown tries the old hop, skip and jump. There could be a splinter/plum incident.

Left: Yes I know this is a bonkers looking game. Just try it, that's all I ask.

ARDY LIGHTFOOT

For ► Super Nes
From ► Titus

What more platformers? You lot just can't get enough of them can you. Just as well, because there doesn't seem to be an end in sight. The latest offering in this ever increasing genre is *Ardy Lightfoot* from Titus.

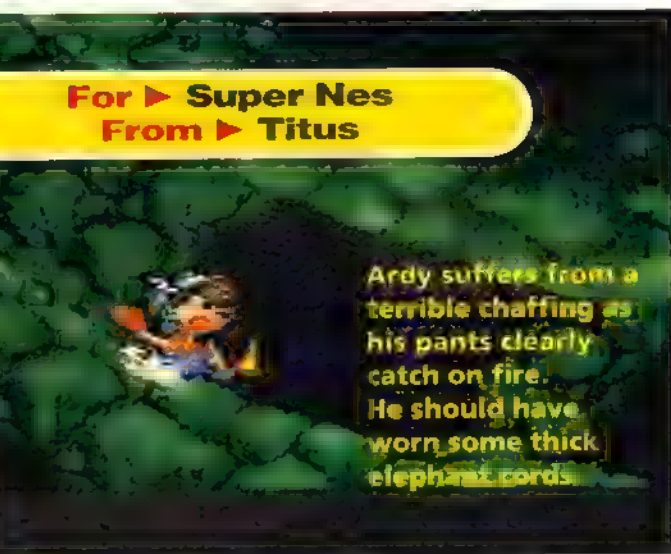
You take on the role of Ardy, a strange dog-like creature with a very bouncy tail. Together with a whole host of friends you must save Prismland from the evil forces of Visconty the devil. Visconty has stolen all the colours of the rainbow and your task is to get one back from each of the seven massive levels.

So far *Ardy Lightfoot* looks very promising indeed. The graphics are bright and varied and gameplay seems well balanced. You'll have to wait until our full review next month to find out whether or not the challenge is up to scratch.



Oh how unusual. A damsel in distress. Probably some princess or other.

This is the second level of the colossal map screen. Small houses, though.



Ardy suffers from a terrible chaffing as his pants clearly catch on fire. He should have worn some thick elephant cords.



CANNON FODDER

"DON'T WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES..."

"DON'T KID YOURSELF IT WILL BE OVER BY CHRISTMAS..."

"DON'T TRY TO SHUT OUT THE SCREAMS..."

"AND DON'T FORGET TO WASH YOUR HANDS AFTERWARDS..."



"MEGA DRIVE
SHOOT-'EM-DOWN"
OF THE YEAR"
SEGA POWER
91%

"NIGH ON
PERFECT"
TOTAL
93%

"CANNON FODDER
IS COMPLETELY
EXCELLENT"
SEGA MAGAZINE
92%

Virgin

Sensible
SOFTWARE

AVAILABLE ON
MEGA DRIVE

SUPER NINTENDO
ULTIMATE COLLECTION

VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED
355, CANNONCRE GLEN, DUBLIN, IRELAND
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GALLUP No.1 BEST SELLER



NOW AVAILABLE ON SNES AND GAMEBOY



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REVIEWS

Last month we started this page off by saying "It's our Birthday," but this month it's not, which is a shame since we can't think of anything useful to say. So maybe we should simply say "Happy New Year!" Or perhaps "Beam me up Scotty," or "She's gonna blow Cap'n!" Still, it's all academic now because we have reached the end of this tawdry little paragraph unscathed and we can get on with the game descriptions.

SNES

CLAY FIGHTER 2

26

Our Josse doffs his George Roper disguise for a few hours in order to pay full attention to this hilarious sequel. Things are looking promising: All the moves are there, all the humour has been retained, the animation is a dream. But where, oh where, has the Elvis impersonator gone?

STAR TREK

STAR FLEET ACADEMY

28

Josse is up again, and this time he's poncing around in his anorak claiming that Star Trek is

actually a very interesting topic of conversation at a dinner party, thank you very much.

THE PAGEMASTER

30

The team perform synchronised vomiting at the prospect of having to sit through several hours of Macaulay Culkin related gaming.

SUPERTROCK KID

32

A very odd game. Very, very odd. Very odd indeed. Even more odd than Bill Oddie, and he's pretty odd, frankly.

LORD OF THE RINGS

34

Frodo Baggins gets riled about the lack of decent shoes in his size and travels off on a Hush Puppies-related quest... probably.

MICHAEL JORDAN

37

Another basketball star appears in a game that isn't quite, er, basketball-related. What the dickens is going on?

TROY NIKMAN

58

American footy. Lots of plays, lots of bumping into each other and, hopefully, lots of fit girlie cheer leaders. Phwoar!

MIGHTY MAX

59

We reckon it's a crap cartoon but thankfully this is a refreshingly different platformer. At last somebody's making a bit of an effort on the licence front.

GAME BOY

STARGATE

60

Hurrah for big budget fantasy/sci-fi adventures eh? Hurrah also for girls, Christmas and vast National Lottery wins! Erm, yes, so Stargate gets reviewed on page 60

MR NUTZ

62

Originally an Amiga game, and not a bad one at that, let's see just how well it's converted over onto the humble Game Boy.

BO KID 2

65

Well, the SNES version was a corker, but as we all know, it doesn't necessarily mean the Game Boy game will be any good. Let's see...

PAGEMASTER

67

Yuk, spew, vomit... here comes that little brat Macaulay. Still, let's not judge a game by its foul little star eh?

MONSTER TRUCK WARS

71

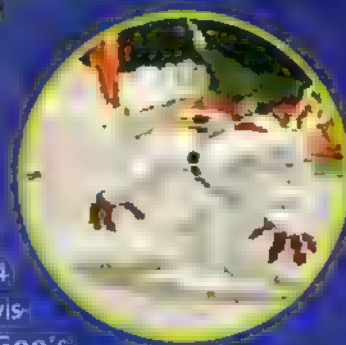
A dreadful little game in which you get inside an oversized truck and swear at the appallingly unresponsive controls for a bit.



JUDGMENT CLAY



Even weaker and wobblier at the knees than usual, our Josse prepares for Judgment Clay...



generous (maybe he was
blinded by the circa '74
cheeseburger-addicted Elvis-
alike Blue Suede Shoe's
brilliance), but after the game had been
kicking around the office for a few months and
we've all had the chance to learn the moves I
agreed with his high score and even
thought it might have been worth 90%
for the grin factor.

Clayfighter 2 is, of course, very close to the original, but that's no bad thing. Fat Frank gave Clayfighter 88% back in issue 27 and at the time I thought he'd been a bit

Sadly Blue Suede Goo is missing from *Judgment Clay* (there were complaints from Elvis's fan club but I can't imagine that they were taken that seriously) but there are a whole

Sadly Blue Suede Goo has gone. Every year millions of visitors will come to pay their respects at his graveside. You won't see him in Playfrighter 2: Judgment Day, but he's just ahead of a truly legendary, award-winning, and truly damn good movie.



Nana and Kangoo get down to traditional fisticuffs. Eat your heart out, Ken and Ryu.

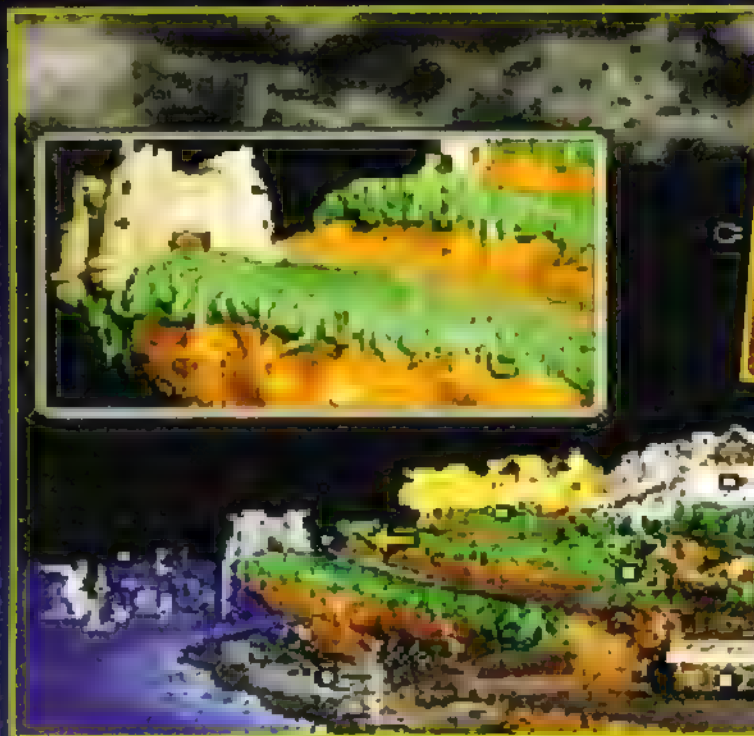


One of Blob's better looking but less effective eyeball bulge. Smashing!

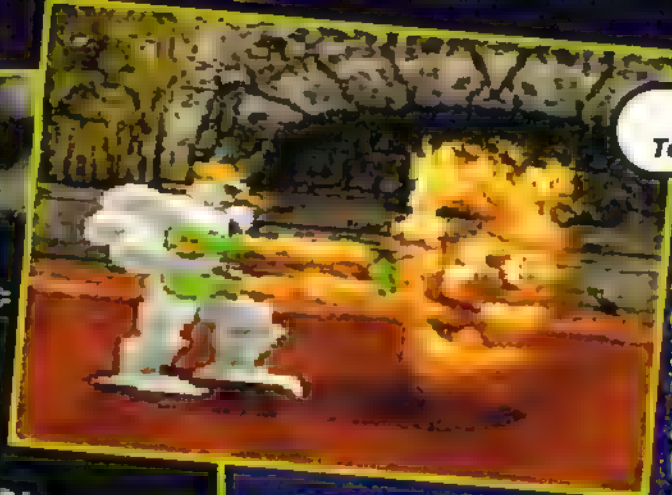


**Blob, since the sad demise of Blue Suede
Goo, is my favourite charcter.**





Street Fighter-style, each character has their own home turf. I can't remember whose this is.



Don't worry, Tiny's not on fire. It's just the background.

"How about Tournament Fighters?"



ATKO SAYS...

Okay if you're after a decent beat-'em-up but have already got or are bored of hearing about SSF and MKII, then both *Clayfighter* games are pretty good but neither match up to *Turtles Tournament Fighters* (TOTAL! issue 25, 90%)



The big baby Goo Goo takes a fall while Nana flexes his muscles.



Left: Octo celebrates victory with a massive belch. Probably.



Bad Mr Frosty isn't entirely happy with being under the sea in an Octopus' garden.

Most of new and bonkers characters for you to get your teeth into. In fact only Bad Mr Frosty, The Blob and Tiny remain but are joined by Hoppy the Battle Bunny, Goo Goo, Kangoo, Nana Man and Octo in a stupid button-bashing festival of infeasible cartoon idiocy. Hurrah for that!

Sure, the gameplay's not in the same league as *Street Fighter* or *Mortal Kombat II*, but you knew that anyway, and aside from the new special moves it's largely unaltered. The first few goes are random button pressing just to try to get the characters to

do something stupid, but once you've learnt a couple of silly moves (Nana Man's Banana Slice is great) there's plenty of scope for some testing play and great competition (Thicky's really good at it and it's really annoying me).

All in all it's just as good, if not better than the original, but it's a shame the best character, Blue Suede Goo, had to go. I love it!

JOSSE

T!



A slice of the action's going Goo Goo's way as Nana unleashes hot, erm... Nana.



It's MKII! Bad Mr Frosty takes a pummeling from Octo's spinning cartwheel attack.

GRAPHICS

Brilliant characters, clever backdrops and more than adequate animation

8

SOUND

The better-than-average music is well complemented by the silly sound effects

8

GAMEPLAY

Not exactly *Street Fighter II* but there are enough moves to ensure it's not embarrassingly thin

7

VALUE FOR MONEY

One of the funniest games two players can get down to, but more moves would make it even better

7

TOTAL! JUDGMENT

"The major difference between this and the original is a load of new characters. They're both great fun but I reckon *Judgment Clay* just edges it"

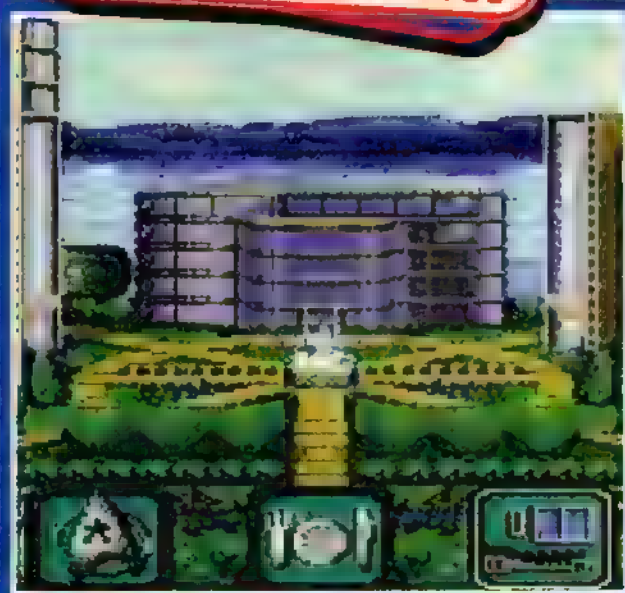
TOTAL! SCORE

89

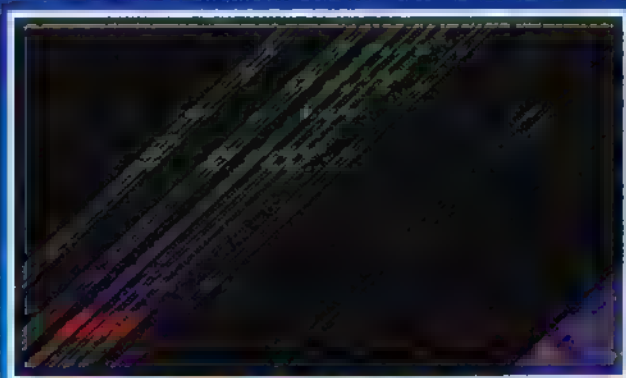
STAR TREK

STARFLEET ACADEMY

TOTAL!
SNES REVIEW



Don't you just love a game that has a dinner option. TOTAL!'s top innovation award goes out to *Starfleet Academy*.



Choose between five different ships but why? They're all the same on the inside.



Quick, there he goes. Oh bugger! I suppose we'll have to wait another 15 mins then.

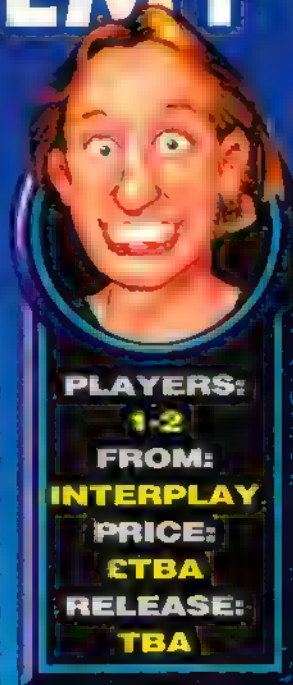


Get used to this view. Most of your time will be spent staring at black nothingness.

Now where did we put those dilithium crystals? Oh no! Josse, split those out...

The weird thing about this is that, whereas ordinary games tend to be simulators of things – aeroplanes, cars, boats or whatever – this one's a simulation of a simulation. You're at Starfleet Academy, learning how to fly spaceships without the risk of actually getting killed by some unknown lifeform, or falling in love with a woman with three ("Arms!" Andy). If anything goes wrong, you get a slapped wrist from teacher and are told to try again. This inevitably detracts from the excitement.

Not that there'd have been any anyway. *Star Trek: Starfleet Academy* is utterly dreadful, and you'll have seen everything it has to offer within



PLAYERS:
1-2
FROM:
INTERPLAY
PRICE:
£TBA
RELEASE:
TBA

minutes of switching on your SNES. Although there are hundreds of menus to wade through, offering what seem to be end-less choices, they all lead to the same thing – either training (flying around beacons, and learning how the tractor beam works, and doing some simple tasks), or trying one of three simulated missions.

Simulated missions, eh? Yes, but they're awful. One's a made-up one, while the other two are based on two of the *Star Trek* films, but in each case all you have to do is shoot another spaceship, while dialogue from the film appears on the screen as appropriate. And shooting spaceships involves staring at a black rectangle in the middle of the screen, wagging the controls about randomly until a spaceship drifts into view, with the help of a blurry scanner little bigger than a 2p piece. It's even worse than the rather cack *Wing Commander* or *Warspeed*, if you've ever played those dreadful items, although the exteriors of the 3D spaceships and the close-up planets do look quite nice.

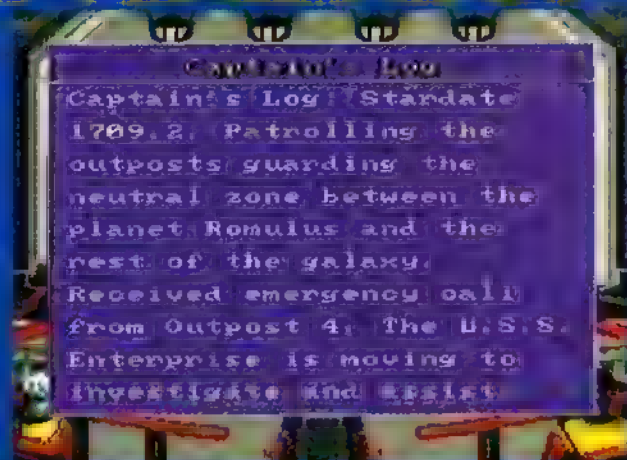
PHOTONS
Moderately impressive starships, and the tune from *Star Trek 2*

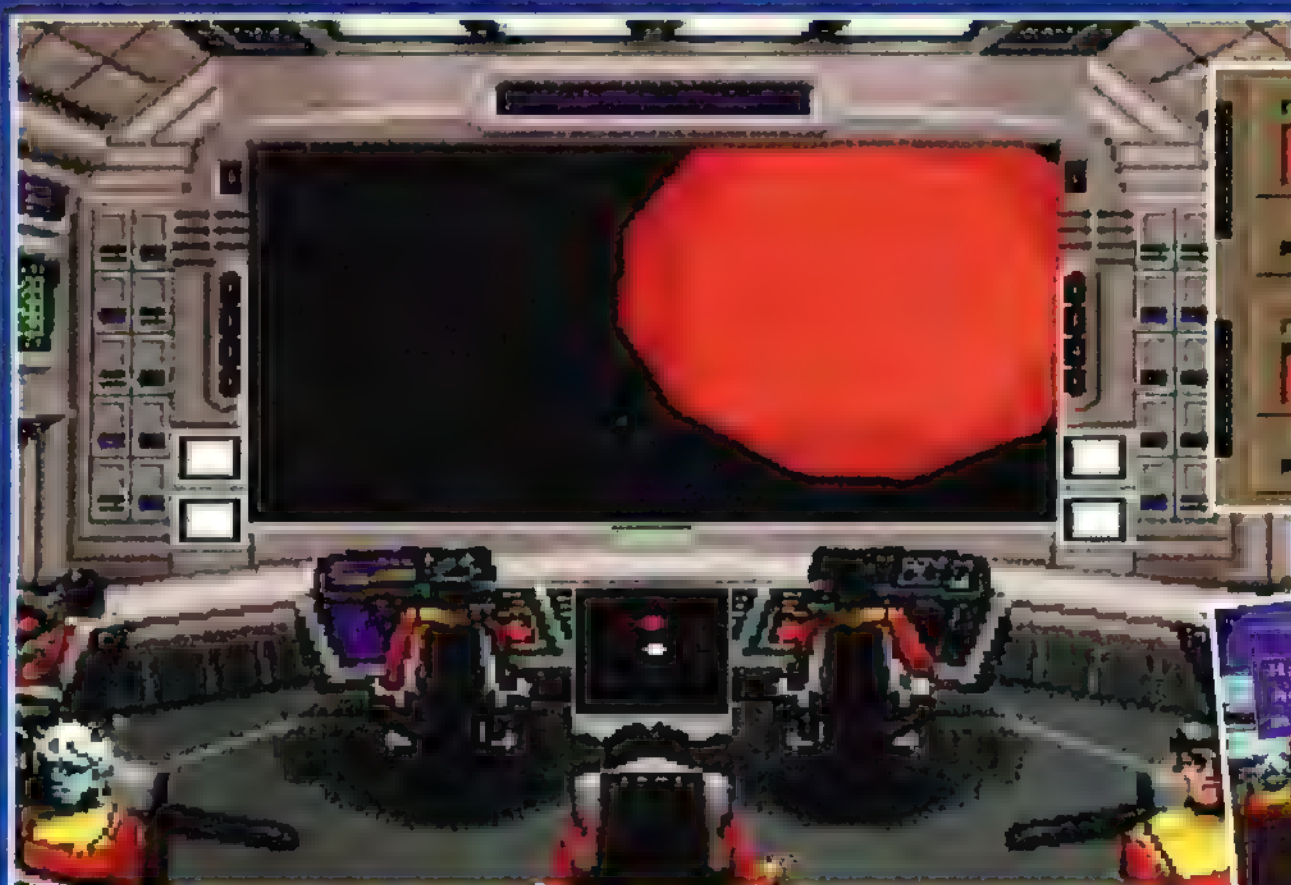
SAVE THE GALAXY

These are the three simulated missions at your disposal, which you seem to be able to play without bothering with any of the other training stuff. If you want.

MISSION 1

In the first one, some space stations are being attacked by a mysterious enemy, just like what might happen in the real *Star Trek* on the telly. When you get there, you find it's another spaceship. Shoot it.





Above: Split screen mode allows you and a friend to seek and destroy each other.

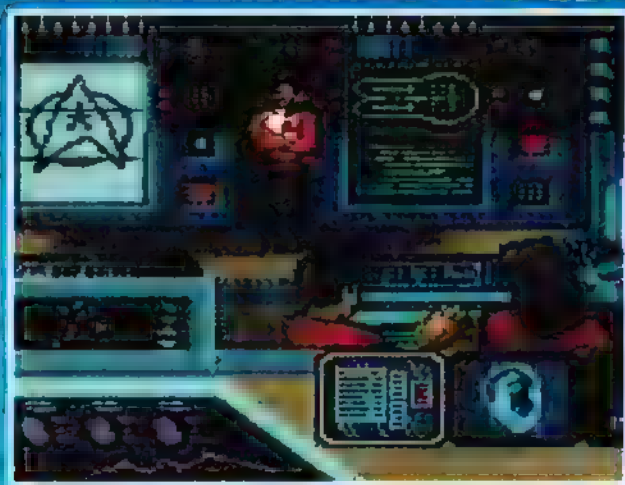
At last, after seven years of battling Aliens, losing non-speaking members of the crew and snogging all the female staff, we have reached the planet of Tomatathon.

And that's it. You can look through the computer's records for information about Klingons and things if you want, but you just get screens full of dull text without any pictures.

Yeuch. This sort of thing makes me embarrassed to be a Trekkie. If I was one Obviously.

FUTONS
It's all just staring into space or reading tedious text

JOSSE T!



GRAPHICS

The spaceships look quite good, but everything else is terribly dull, especially all the text

6

SOUNDS

Pops, bangs and some music. Pretty much what you'd expect, basically

7

GAMEPLAY

Okay for a few minutes, but then crashes through the floor into the tedium-filled basement

4

LIFESPAN

Hours at the most, and it'd probably be kindest simply to switch off the respirator now

3

TOTAL! JUDGEMENT

"What is it about Star Trek games? This starts with a terrible idea, and doesn't do anything interesting at all with it. Tch."

TOTAL! SCORE

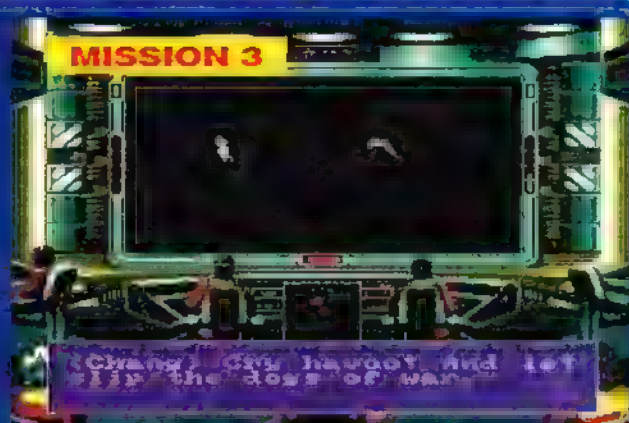
39

Right: Is that ship flying sideways or are we flying down towards it? I hate space.

Left: M.C. Hammer has never been in Star Trek. He's a bit of a rubbish singer too.



The second is based on Star Trek 2. Some writing on the screen reveals that Khan has captured a Federation ship with the Genesis device on board. Shoot it.



And the third is out of Star Trek 6. A rogue Klingon ship is trying to disrupt an important peace conference. Guess what you have to do. That's right, shoot it.

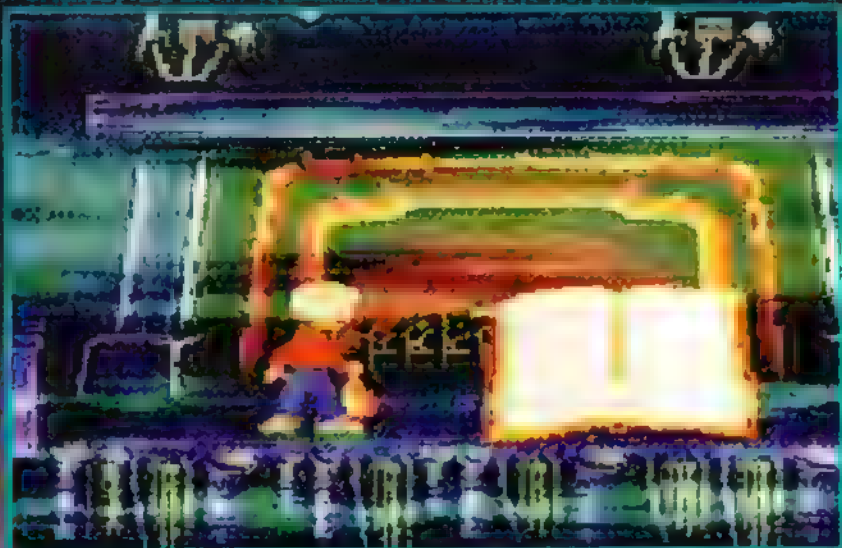




I want to know what that third option is, behind 'End'



The greasy stuff is a special effect, not something wrong with your copy of TOTAL!



THE PAGEMAS



You've got to collect keys. 100 give you an extra life, I shouldn't be surprised.



PLAYERS:
ONE
FROM
VIRGIN
PRICE:
£TBA
RELEASE:
NOW

Andy gets the feeling he's been here before. And—ugh—what's that? It's Macaulay Culkin, isn't it?



This is one of the 3D bonus levels, which aren't as much fun as they look, sadly.



Oh no. Looks like Macaulay's chips might be up. Bless 'im.

DISASTERS
Not enough new ideas. A bit slow and eventually boring.

Why do people keep writing the same game over and over again? Just imagine if Arnold Swarzenegger kept starring in exactly the same film every

year, changing his name and clothes a bit in the hope that we wouldn't notice. Or Take That kept singing the same song, only with slightly different words. Oh. Er. He does. And they do. Tsk, eh?

Anyway, here's that platform game again. This time it's called *The Pagemaster*, and the character in it looks a bit like Macaulay Culkin. It's based on a film which I haven't seen (for obvious reasons), but it sounds a bit like *The Neverending Story*, with Macaulay getting sucked into a book or something.

Not that it really matters, because in the game, as usual, you jump around on some platforms and collect things. And the chances are you're completely sick of death of doing this in

practically every game you buy, and wish games designers would get out of bed a little earlier and come up with something more imaginative. This one might have made quite a nice *Zelda*-style RPG, for example.

Or perhaps it's just me. Perhaps you were only today thinking, "Cor, I really fancy paying forty quid for another platform game." In which case, you'll be pleased to hear that *The Pagemaster* is actually quite a good one. The animation is excellent, with Macaulay leaping about with great agility, and there's lots of parallax scrolling and special transparent effects. The use of power-ups is pleasingly inventive, too—they do things like making you jump higher, or stick to the ceiling by your hands, or throw apples at baddies.

But all the levels look the same in the first world, and I was bored of it before I got any further than that.

Puggsley's Scavenger Hunt was a much better attempt at the same sort of thing. Or of course there's

Dankey Kong Country. **ANDY**

T!



This map shows you how you're getting on in the current world. (Not very well, in my case.) Innovative, eh readers?



"Save up and get Donkey Kong Country"



ATKO SAYS...
Just like Andy said, this is a bog-standard, good-looking platformer, and there are hundreds of those to choose from. Unless you're a Macaulay fan then go for something with more variety, challenge and innovation. Get *Donkey Kong Country* instead.

TER

TOTAL! SNES REVIEW



You get to these bonus levels by running into special 'things'. They scroll around in 3D, and you collect stuff while trying to avoid crashing into obstacles. Ho hum.



TOTAL! TACTIX

If you're having a spot of trouble seeing through the gloom in the atmospherically dark first levels...



...turn up the brightness on your telly!

GRAPHICS

Not bad at all, if a bit murky and dingy on some levels. The animation is nicely done

8

SOUNDS

The music grinds you down fairly quickly, and you can't turn it off. But the effects are okay

7

GAMEPLAY

It all seems to work okay, bar the odd jump-off-the-edge-of-the-screen-and-hope bit

7

LIFESPAN

No hum. Even if you don't mind it being unoriginal, this one's even duller than the norm

5

TOTAL! JUDGEMENT

"Slickly produced and everything. But, honestly, it's the same old formula rehashed for the hundredth time. And it quickly gets pretty darn repetitive"

TOTAL!
SCORE

71

SUPER BC KID



Left: The intro sequence is as bonkers as the rest of the game.



Below: Pick a tunnel and prepare to squeeze through the maze.



The first level boss is a swine to nail in his 70s hanging chair. Jump on his lap.



PLAYERS:
ONE
FROM:
HUDSONSOFT
PRICE:
£TBA
RELEASE:
MARCH

Atko likes nothing better than wandering through life dishing out Glasgow kisses left, right and centre. I'mn.

There's a lesson to be learnt from *Super BC Kid*. A universal truth if you

will. If you're walking around, minding your own business, and something troublesome pops up, don't waste time thinking about it. Use your head in a more direct response. Simply nut it. It's not a very good lesson, admittedly and you won't find many things that come off worse than you when headbutted but, hey, it's good fun in *BC Kid*'s odd, headache-free world.

In fact, until you've played *BC Kid* you won't have appreciated just how many ways a Glasgow kiss can be useful. You can use it to butt a yellow spring flower into the air for head-balance transportation. You can bounce between walls, butting away. You can crumble blocks of rock. You can

even kill baddies. You can float about doing spinning butts, or jump in the air and go for a head-down, diving butt.

But *BC Kid*'s not one dimensional. Oh no. Collect the right sweets and he'll change. He goes very big, very small, very heavily eyebrowed, very dinosaury or very madly dinosaury.

"The Kid's alright"



JOSSE SAYS...

Admittedly, *Super BC Kid* doesn't look that hot but don't be put off by the screen-shots - there's stacks of fun in this cart. The one thing that surprises me, though, is how they couldn't get this simple formula to be as effective on the Game Boy version.



You'd be quite happy resting your pint or doing a spot of ironing on *BC Kid*'s head.

TOTAL! SNES REVIEW



Help me! I've fallen into a glass beaker of cold tea. Anyone got a digestive biccie?



VERDICTS
Looks are basic and maybe the gameplay's a tad too easy

He does these things for a reason, mind. Or at least I suspect he does. No-one (well, no-one in our office) seems to know what the plot is but judging from our kid's journey through towns, dinosaur-infested bridges, jumbo jets, sewer systems, pipes, monster intestines and hearts, parasite intestines within monster's intestines and lava, it must be pretty good, eh?

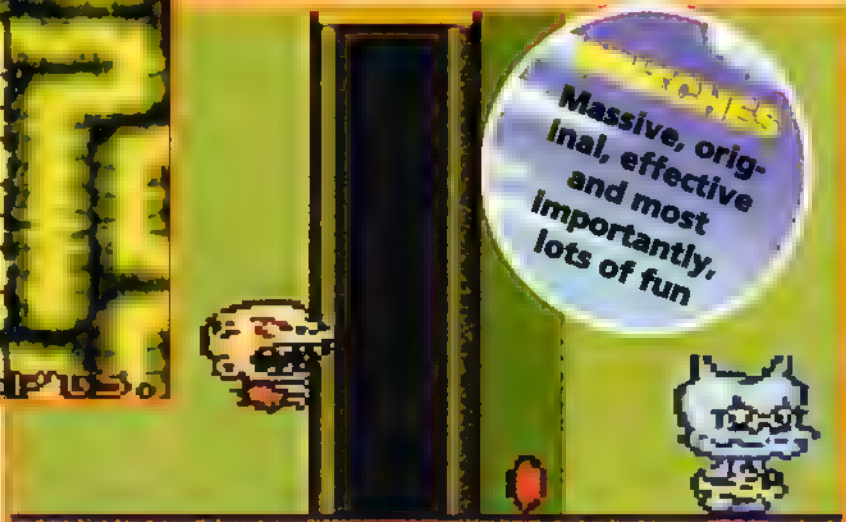
Even if it isn't, the game itself makes up for it. Although it's a bit easy, *BC Kid* does well by sticking with basic graphics and playing well.

Kid himself is a bit odd to control at first but once you're used to his little quirks he does all you can ask of him and the levels, although sparsely populated always seem to lead somewhere without giving you the impression that you're being led. Oh, and there's a sort of flying flower that picks you up by (guess what?) your head. **T!** Top stuff all round.



Is it a bird? Is it a plain? No it's just a rubbish attempt to fill this space with a joke.

Right: Those razor-sharp teeth are great for climbing up walls. Bloody strong gums!



VERDICTS
Massive, original, effective and most importantly, lots of fun

Ooh, me 'ead! The changing face of BC Kid.

When you come to a network of tube, don't trust to luck or you'll be zooming around all day. Look for a circle and go down the tube beneath.

CHANGING FACE

The very very large baby head. This is clearly not natural.



CHANGING FACE

The mad, yet manly, eyebrow look. (Remember Will Groves who used to work on TOTAL?)



CHANGING FACE

The absolutely bonkers. Get out of the way please, psychedelic ensemble.



GRAPHICS

They've done what they should have for the Game Boy: basic, but cute and sufficient

7

SOUNDS

Again, simple and efficient. It goes 'bonk bonk'. You know the sort of thing

6

GAMEPLAY

Slightly easy but there's exploring and butting to be done. It's great!

9

LIFESPAN

It's massive. As big as something large with a roomy extension. Sort of

8

TOTAL! JUDGEMENT

It's simple and odd, but effective and wonderful fun too. The little BC Kid's got every right to be big-headed. He's in a really great game!

TOTAL! SCORE

85

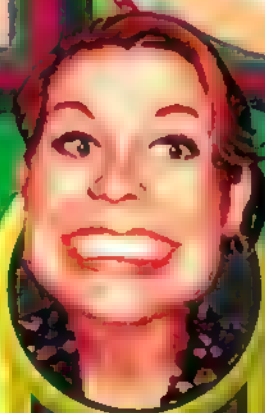
WORLD OF THE RINGS

TOTAL!
SNES REVIEW



The ferry across the River Brandywine lacks the first class cabin Frodo was expecting.

The Dark Lords are back, and plan to turn our brains to mush. Our Sally is subjected to their new insidious form of attack...



PLAYERS:
1-4
FROM:
INTERPLAY
PRICE:
CTBA
RELEASE:
TBA

PART 1

It just doesn't impress on any level. At all. It's not like it's even trying. Nothing about it is spectacularly dire, but nothing impresses either. Apparently, it's been two years in development, but it really looks like it's been rushed out in a couple of months.

From the dull plot, to the characterless graphics, to the irritating controls (which won't let your characters walk diagonally) and the pointless combat system, it's all so... well... tired. And tiring.

You wander around the screens aimlessly, hoping to bump into the right characters or pick up the right objects. You know you will. There's never any doubt, because the puzzles are pretty obvious. It's just whether you encounter enough enemies to drain your energy that provides the challenge.

But even the fights don't liven things up. The enemies are an unimpressive bunch, who all look

"You've already got *Zelda* and *Secret of Mana*, I presume"



ATKO SAYS...

What wouldn't be an alternative to this game? Playing *Pictionary* with Stevie Wonder would make more sense. But if you want a decent RPG and you haven't got *Secret of Mana* and *Zelda* already (if not, why not?) try *Final Fantasy 3* on import. Heck, even *Young Merlin* is better.

Let's get one thing straight: *The Lord of the Rings* is not the greatest story ever written, despite what a few old hippies and transpotters might tell you. But it is a bit of a classic and would make a totally tongue-chompingly amazing RPG. And guess what? This isn't it.

ENTER PASSWORD

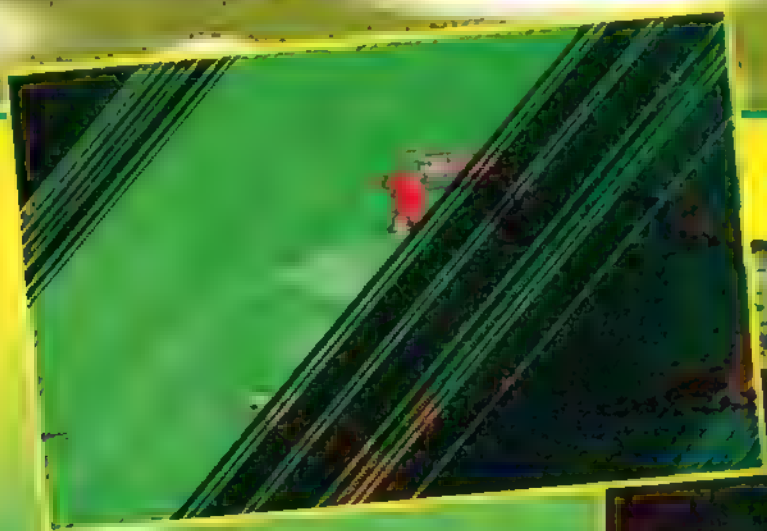
.....
B.K..L ...4WY
INVENTORY CODE
.B.... FB..R.

THERE'S NO BACK-UP!

Bizarre - the game has no battery back-up! Instead, you get possibly the worst password system in the known universe (this side of the Barnett by-pass). Trying to improve your personal best password-filling-in time is almost more of a challenge than the actual game.



The Barrows are full of danger. Well, one or two. Nothing to worry about, really. Yawn.

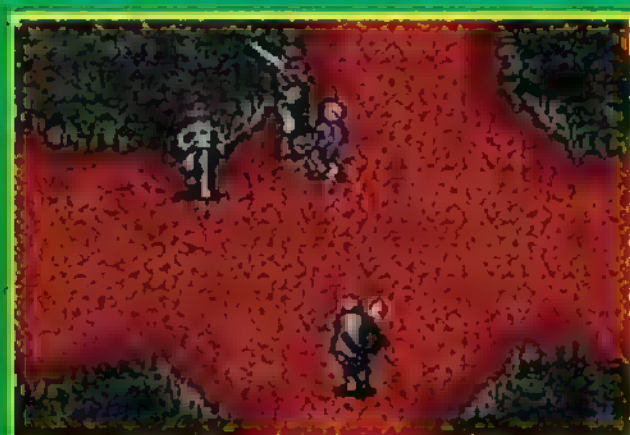


different but fight the same. And there's a distinct lack of numbers floating over heads during combat (the kind of thing most RPG fans are used to from playing *The Secret Of Mana*). There is some system is happening, but it's never clear just what it is.

There are few surprises, and no graphical flourishes that I could see. Blame it on the brilliance of *The Secret of Mana* if you like, but we expect a bit more from RPGs these days. The sprites are all faceless potato people and it's difficult to get involved with them. Only the excellent music provides any real atmosphere.

All the characters, situations and the places from the book are in there, sure, but there's none of the magic. It's a disappointment, and only dedicated RPG fans will get any fun out of it. And then not much.

RINGS
At times it really feels like they're breathing down your neck



Frodo has a few problems with some ring-wraiths who won't tell him the way to Bree.



TOTAL! TACTIX
You might hate mapping, but some parts of this game — such as the caves at the beginning — are interminable if you don't keep track of where you've been. And more importantly, haven't been.

STINGS
It's humourless, aimless, dull, and frankly not much fun



Some of the areas you have to roam around are huge, but there's very little actually in them. You wander around for ages and discover one magic mushroom and a couple of orcs. Yawn.

GRAPHICS

With colours dull, and characters too small, it's nothing to rave about at all

7

SOUNDS

The creepiest music and eeriest sound. Mean that aural treats in *Lords* abound

8

GAMEPLAY

An RPG that's been stripped bare. The fun in this is who knows where?

5

OVERALL

With few surprises and a boring plot. You won't be playing this an awful lot

5

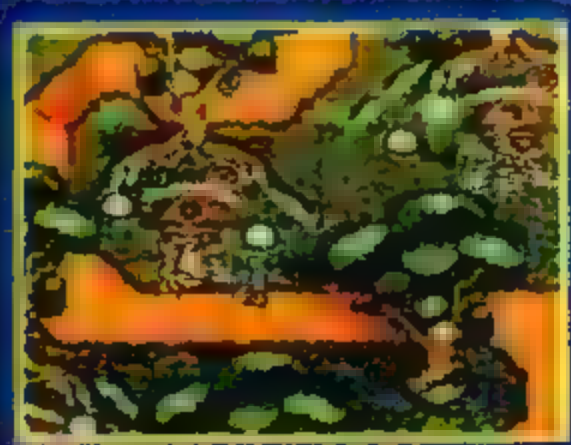
TOTAL! JUDGEMENT

"A no-frills, no-thrills RPG. Which might have worked if the plot and puzzles had been any good. They aren't. The result, I'm afraid, is zombie-fying"

TOTAL! SCORE

56

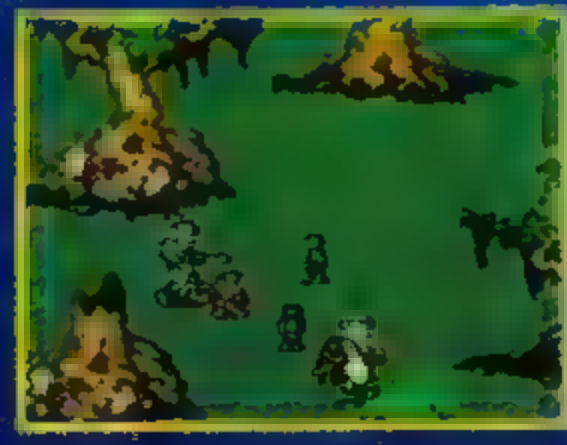
AROUND. THE MOST
ADVENTURE ENDURING
J.R.R. Tolkein's
THE LORD OF THE RINGS
FANTASY EPIC



The ring that has the power to decimate Middle Earth must be destroyed. Fate has chosen you to undertake this epic quest.

Legend tells of a game for up to 5 players that can be controlled by mouse or joypad.

Is it fact? Or is it fantasy...?



SUPER NINTENDO

INTERPLAY PRODUCTIONS, 71 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RR. TEL: 0235-821666
LOTR ©1994. Interplay Productions, Ltd. All rights reserved. This program is published with the cooperation of the Tolkien Estate and their publishers, HARPER COLLINS PUBLISHERS. This is based on The Lord Of The Rings ©1964, 1980 J.R.R. Tolkien. The Lord Of The Rings is a registered trademark, characters & names are trademarks of Tolkien Enterprises. The Lord Of The Rings animation copyright Saul Zaentz Company. 1978. All rights reserved. The advanced Real-time Dynamic Interplay Sound System is a registered trademark of Interplay Productions, Ltd.

Interplay

MICHAEL JORDAN CHAOS IN THE WINDY CITY

Josse thought a slam dunk was a forceful digestive... Until he discovered Michael Jordan.

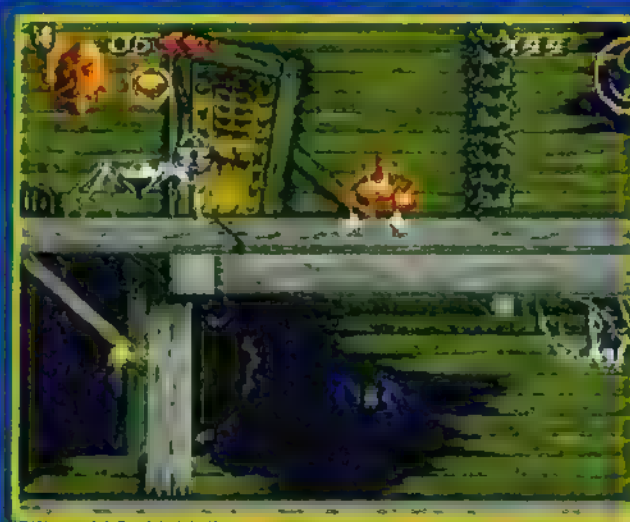
You might imagine that when the average basketball player has lent his name to everything from slippers to bedspreads and lawnmowers to juice extractors, there must come a time when they turn their hand to computer games. Avoiding the obvious basketball simulator, Michael Jordan's plumped for a platformer. Unlike *Shaq Fu*, though, this one works pretty well and doesn't make the very masculine Jordan look like a raving nancy.

So, now we join Michael, bouncing around the levels with his trusty basketball as a weapon. Naturally, this basketball can be powered up in all manner of ways – super strength, homing and the like – and running amok in the windy city – that's Chicago to you and me. Called such because

Jordan fact: Michael is no larger than the average dog. It's all done by mirrors, apparently.



PLAYERS
ONE
FROM:
OCEAN
PRICE:
£44.99
RELEASE:
NOW



Jordan fact: Michael Jordan has frequent dreams about men wearing suits of cheese.

they have outbursts of unnaturally high winds. All dogs have artificial lead feet to stop them flying off and paper is outlawed – all newspapers and magazine are made from tin.

SLAMS
Great graphics, big game, big name, nice shoes

Anyway, I was perfectly expecting this to be a load of old harris; a sad licence with a famous bloke bolted on to shift a few more copies, but how pleasantly surprised I was. It's highly playable, entertaining! How quickly I was made to eat my hastily spoken words – with a side salad. And an extra portion of chips of course.

JOSSE

T!



Jordan fact: Michael likes rare Greek music and I don't know what these skyscrapers are about.

GRAPHICS

Michael moves with all the grace of a gazelle and the backgrounds are great

8

SOUNDS

Some good, clear samples of Michael, plus run-of-the-mill in-game music

8

GAMEPLAY

Not exceptionally original – it's just the use of licence that's unusual

7

LIFESPAN

There's plenty going on, and it's tough enough to keep the interest up sufficiently

8

TOTAL JUDGEMENT

"It isn't a basketball game as such, but – for once – it's an inovative use of a licence that works really well. Big lad, too!"

TOTAL!
SCORE

82

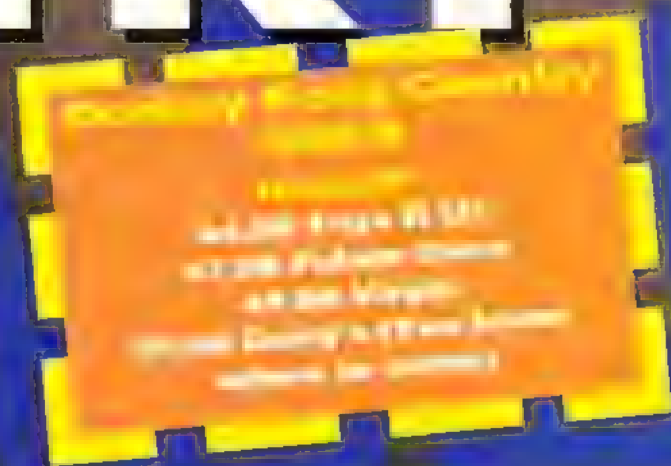


Jordan fact: When he's drunk, the only word Michael can say is 'elbow'.

GRAND TOTAL

DONKEY KONG COUNTRY Tips

**BLIMEY! 16-PAGE
TIPS PULLOUT!**



Axl Rose would say...
"Welcome to the
jungle, baby" He's not
here, so over to Josse.



"Welcome to Donkey Kong Country, baby. And welcome, more immediately to the most comprehensive complete edition ever written. To anything. Ever."

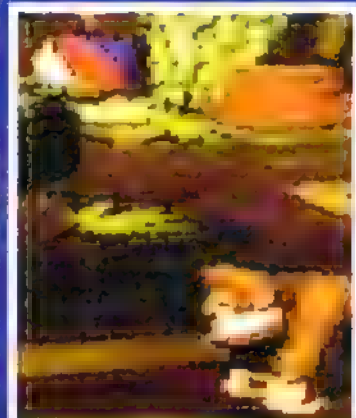
Okay, I know it's not quite so catchy, but here it is, a complete level-by-level guide to the most fantastic platformer ever to hit your Super NES.

Along the way you'll see little boxes with Donkey Kong's friends in, so look out for them, they'll help you, too. Good luck!

JUNGLE HI JINKS



1. Firstly, go into your hut to get yourself a free life which is just floating there.



DONKEY KONG COUNTRY Tips

Rambi the Rhino Bonus Level

In the game, you'll often be transported to bonus levels where you can add some extra lives to your tally. Jump left onto the igloo and then bound over the top glaciers. You will come to a hidden area with a large rhino icon. Pick this up and then run through the rest of the level to pick up, hopefully, 500+ icons.

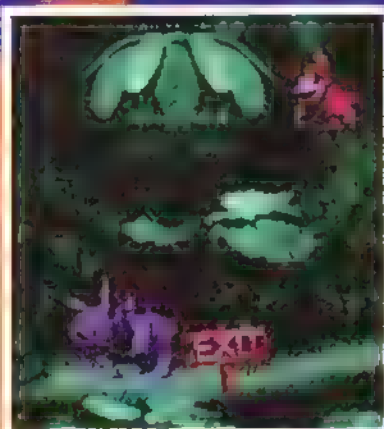


DK's MATES



1. From DK's house, jump across the 10th rock and jump on the barrel to a barrel.

2. Keep jumping along the trees as there are quite a few power ups to be had.

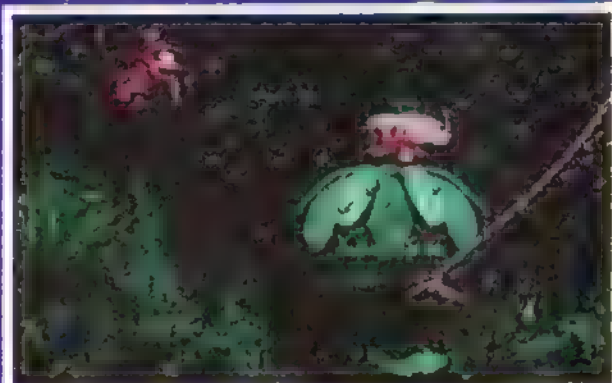


7. At the end of the level, jump up on the exit and then onto the trees to get another portion of bananas.

Ropey Rampage



1. At the start, jump up on the entrance then right along the treetops. Keep jumping right for a K icon.



2. Just before the first rope swing that you come across, jump up and to the left to get the rhino icon.

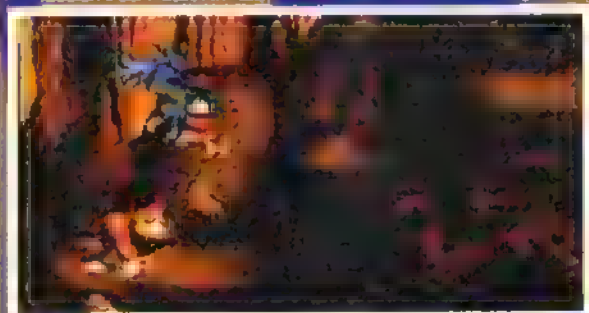


3. When you get to the red arrow, drop left into this barrel to be taken to a bonus area.

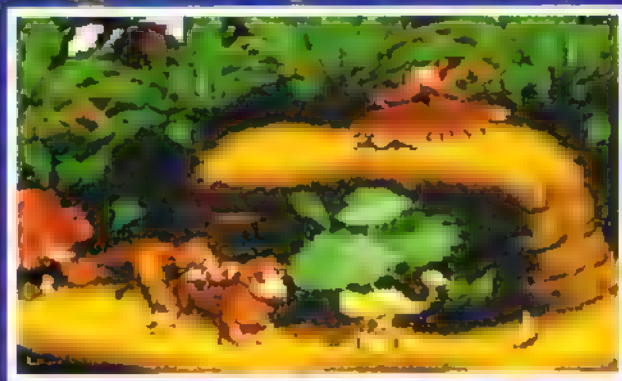


4. Jump onto the exit cave and then onto the treetops to get you to the end of the level.

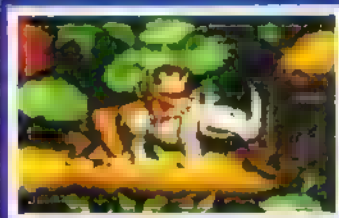
Reptile Rumble



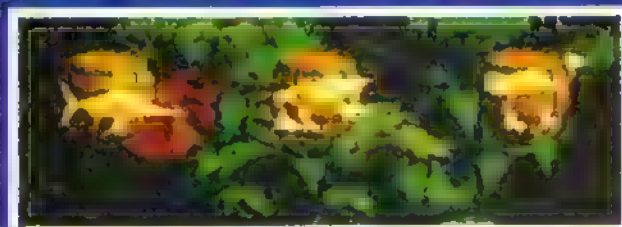
5. Throw a barrel at the wall by the K icon to enter a bonus area for another free life.



4. Halfway through the level, there's an ostrich icon to be had. Keep collecting these for the bonus levels.



5. Jump on this crate to release Rambi the rhino. Run all the way right to open a bonus area.



6. When you leave the bonus area, run right again to find another area to explore.

Expresso the Ostrich Bonus Level

Three lovely ostrich icons will transport you to this bonus level. Keep flying as far to the right as you can. When you get to the last cliff which seems to be impassable keep tapping the jump button while holding right. Lo and behold, you'll find a top bonus icon sitting there for double icon joy. Try to glide around the screen full of icons by tapping the jump button and swaying left and right beatifically.



DK's MATES



2. When you reach the first barrel marked DK, jump into this barrel to enter a banana bonus level.

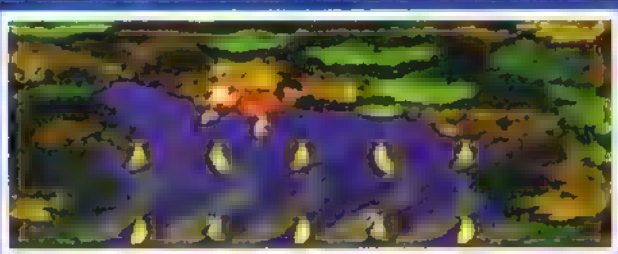


3. When you get to the end of the level, you'll find a hidden room. From here, you can get a bonus level.



4. Before you leave the level, take a tip from bespectacled ginger Chris Evans and don't forget your swordfish.

Coral Capers



1. When you get to the first Croctopus, floating in a clockwise direction, follow it for a bonus.

2. When you see the banana arrow pointing down, go into the grotto to find Enguarde.

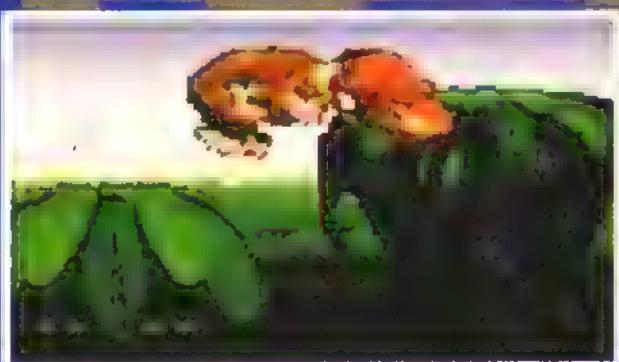


3. After the halfway mark, ignore the second arrow and float up to get some bonuses.



4. When you get to the end of the level, you'll find a hidden room. From here, you can get a bonus level.

Barrel Cannon Canyon



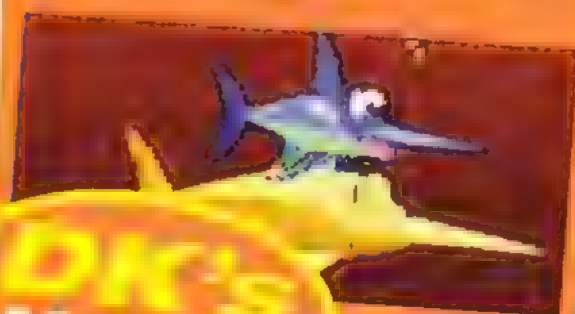
1. At the start of the level, jump up and left into this barrel to fly past half the level.



2. Jump into the barrel on the ground and leap onto this bunch of leaves to release a handy power-up.

Enguarde the Swordfish Bonus Level

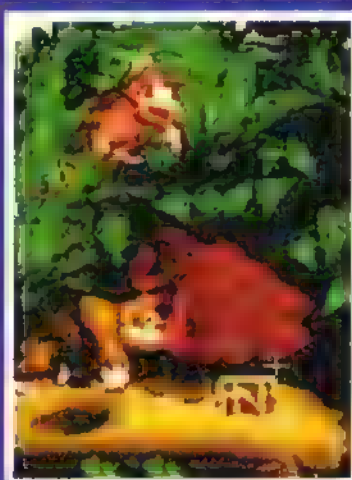
Good old Enguarde, what a top swordfish bloke he is. Once you've collected three icons, your transported to this bonus grotto. From the centre, swim directly right and go through the wall to find a hidden room, then all the way left for more of the same. Head back to the centre and get your fish bottom up to the top to find the third hidden room. Then go straight down to find the Super Swordfish icon. Here's a picture in case you don't believe us.



DK's MATES



3. For the most part, stick to the trees as much as you can to get the rhino icon.



4. Keep jumping on all the barrels you come across in the level to find yourself another N icon.



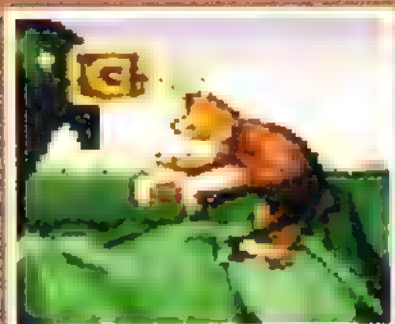
5. When you get to these small hills, throw a barrel at the right wall for a bonus area.

DONKEY KONG COUNTRY Tips

Winky the Frog Bonus Level



Three froggy icons will take you to Winky the frog's hidden bonus level. Keep hopping/running all the way left until you can go no further, dart back right to the first tyre you come across and then hop up the platforms. Now jump left across the ledge and head down. Here you will find the Super frog icon which will, yep you've guessed it. Double your icon value.



6. Guess what? If you jump once again onto the exit and then jump left, you'll be back in the bonus level.

Gnawty's Lair



Old Gnawty the beaver is a bit of a tedious end of level guardian, hey come on, he's only the first one you have to meet. Switch to Donkey Kong and jump on his head to finish him off.

Winky's Walkway



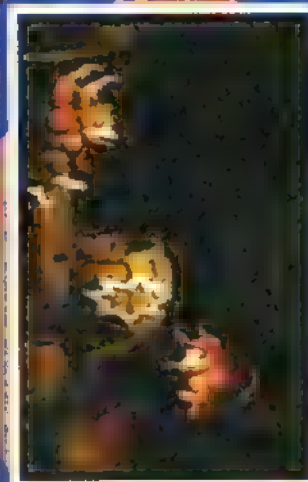
1. The KONG Icons are hard to get on this level. This first one is via this vulture's head.

2. Use Kong on this level to get yourself good old Winky the frog who will make this level easier.



3. Jump up onto this vulture and then up again to find this a bonus barrel.

4. For the first of the level, time to jump, remembering that only in the first...

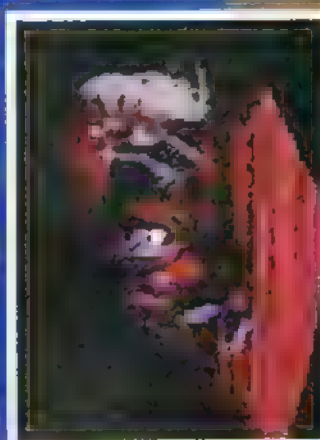


3. Of course, a short time later, not something, it's actually advice. If you just want to get past this level, you could jump over the barrel and drop down here.

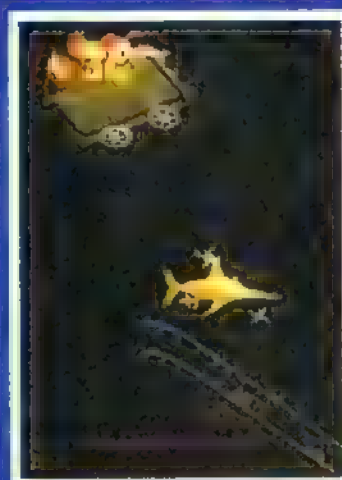
Bouncy Bonanza

1. Roll right to the first barrel and throw it at the wasp. Push the tyre to the left to get the rhino icon.

2. Push the second tyre right as far as you can. Jump on the tyre to get the halfway save.

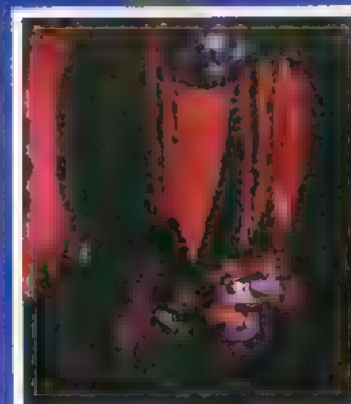


Mine Cart Carnage

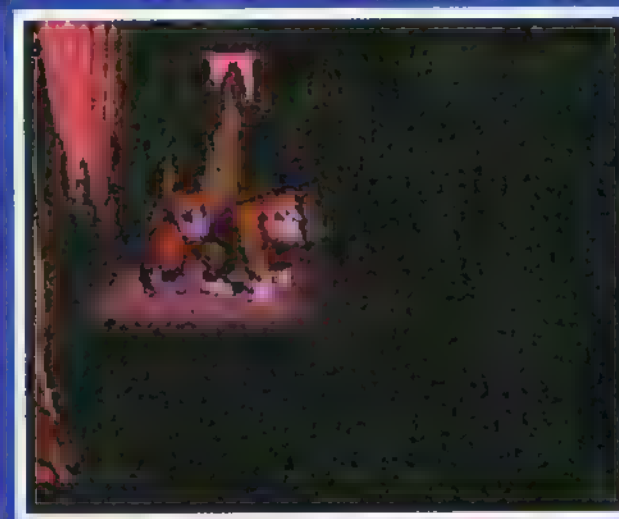


1. On this level, use little jumps as often as possible to get all the power-ups.

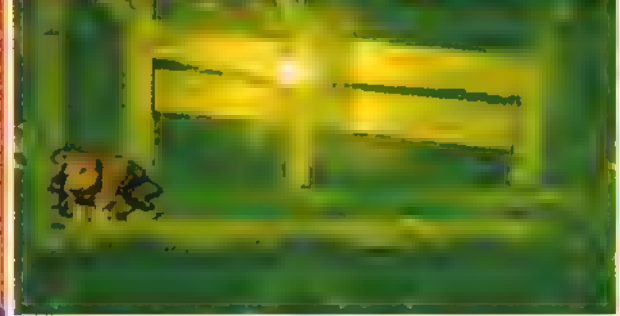
2. To jump past these broken carts, your going to have to get your timing to perfection.



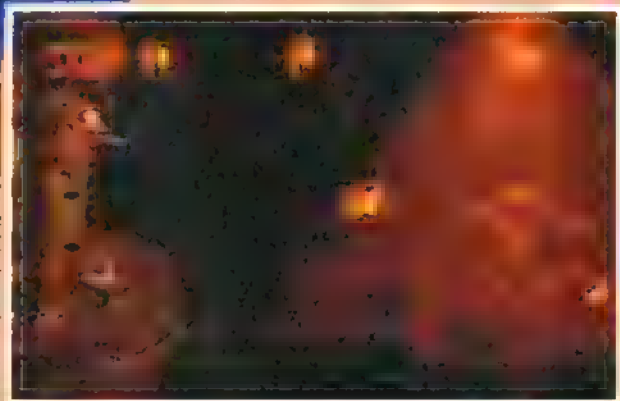
3. When you get the third tyre, push it right to this ledge and jump right to find Winky.



Stop and Go Station



1. For a major warp, go back through the entrance to warp to the end of the level.



2. Every time you see a barrel with letters on it, take it down, point it upwards, and be sure to capture the treasure you!



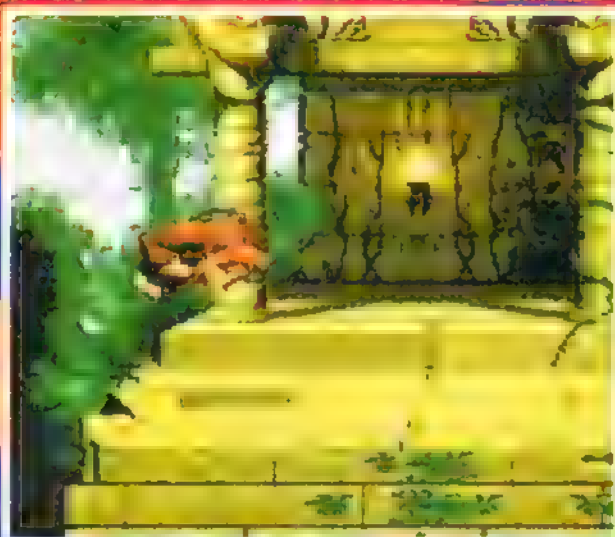
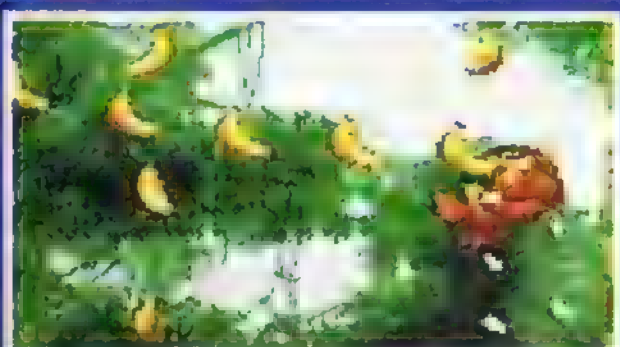
3. At the end, near the red arrow, run to the right and roll the tyre with you. Make sure you hit the last barrel.

Millstone Mayhem



1. Right at the start of the level, jump up and left to find a bonus barrel.

2. From the final barrel, jump up and right to get yourself a K icon which is otherwise pretty well hidden.



3. See the barrel with the K on top of it to release it and have your first icon on this level.



4. Push the tyre into the way along the level to enable you to jump up for the hard to reach icons.



5. Now simply continue pushing it right to here. You can now jump up to the second bonus barrel.



6. In this bonus section, you have to jump at the letters to spell out RARE.



7. When you get back to the barrel, pick up the K icon and then roll it up to get more items.



8. In this bonus game, you have to play find the balloons, concentrating only on where it flashes last.



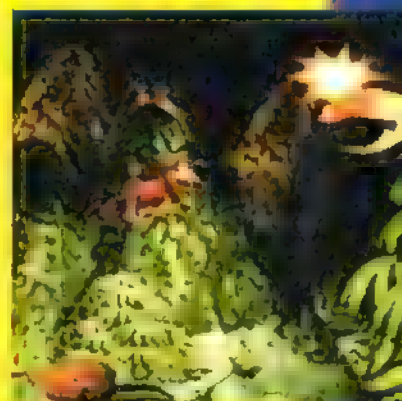
9. As you continue through the level, you'll see another depression. Get the tyre and jump up and right.



10. Now you can use Winky for the rest of the level, jumping on the bees as you go.

Necky's Nuts

Big Necky is a bit of a rampaging flamingo. He's fairly easy to beat, just choose Donkey Kong, again. Now jump up on the tyre and land on his beak when he sticks his head out on the screen.



DONKEY KONG COUNTRY Tips



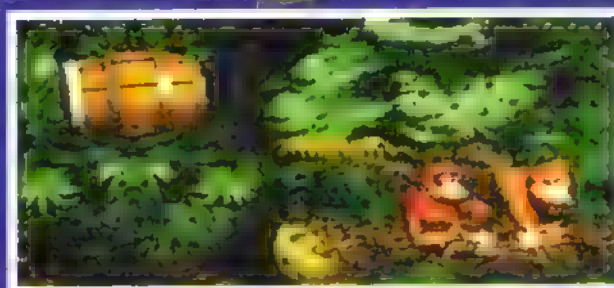
5. Now you can jump on the crocodile heads to get yourself a stack of bananas.



6. Keep going until you get to this point, then jump down into the leaves to get the barrel.



7. Pick the barrel up, go right and throw it at this raised wall for another bonus room.



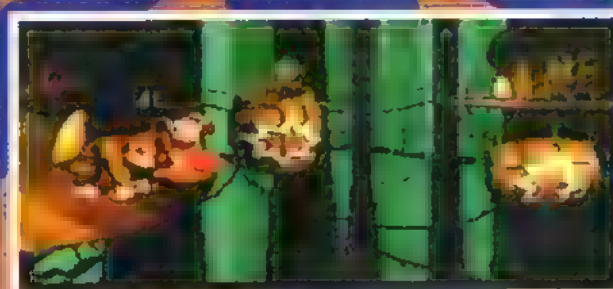
8. In this area, time your jumps along the level. Practice this technique as you're bound to need it later.

Tree Top Town

1. Walk right along the level until you see a vulture, walk back and jump into this barrel via its head.



2. In this bonus level, you have to spell out KONG on the barrels. Start from the left and go right.



3. This level is full of some very nasty traps, but when the barrel comes close, just throw it and jump.



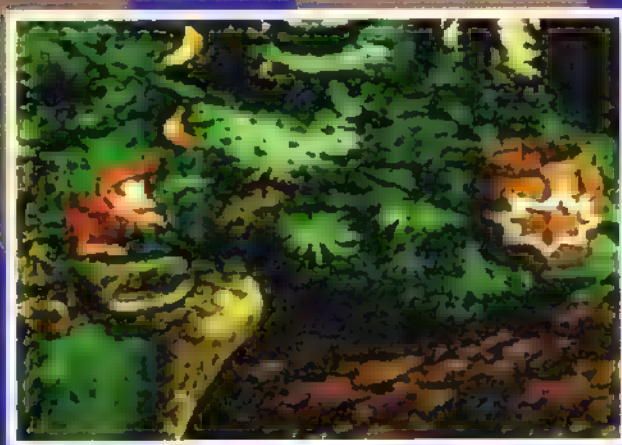
4. Here, you have to time your jump so that you will be launched into the third barrel.

Candy's Save Point

Funny thing this, but girls who generally hang out on street corners, should not be approached by 'respectable types'. However, for the purpose of this game, we heartily recommend that you visit this lass as often as possible to fulfil your needs. Hey, don't take any stupid risks, you know what I mean? Keep saving your game to avoid losing any levels completed.



1. Firstly, jump left off this tyre to get past all the first hidden KONG icons.

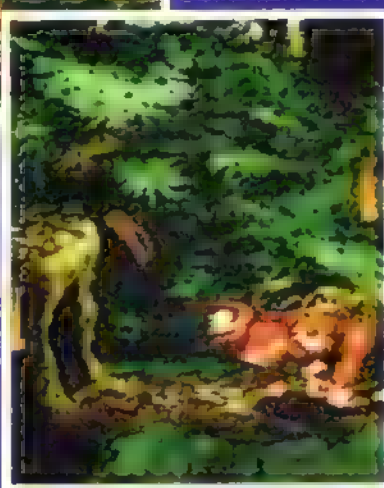


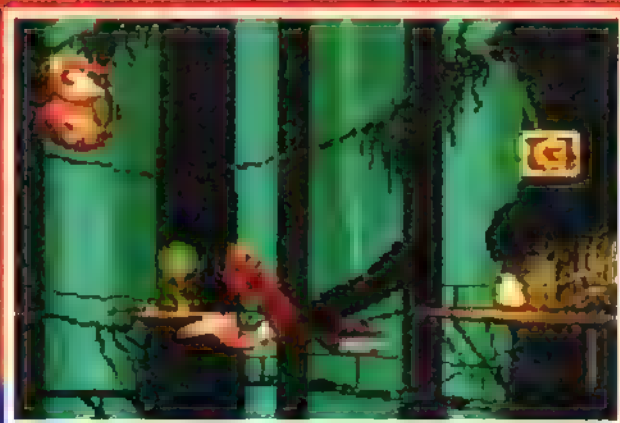
2. Push the tyre off the ledge to the left and then right to here. From here you can simply jump up to get the bonus.



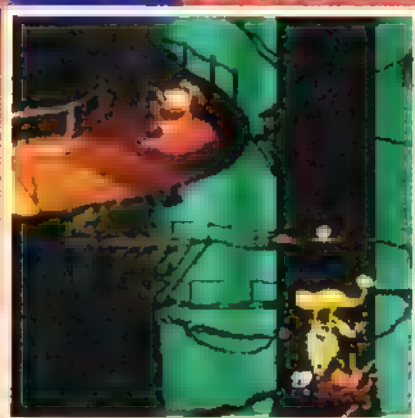
3. Play the icon catch game here, if you can win then another ostrich icon is yours.

4. After the first set of jumps over the vulture, pick up the barrel and throw it here.

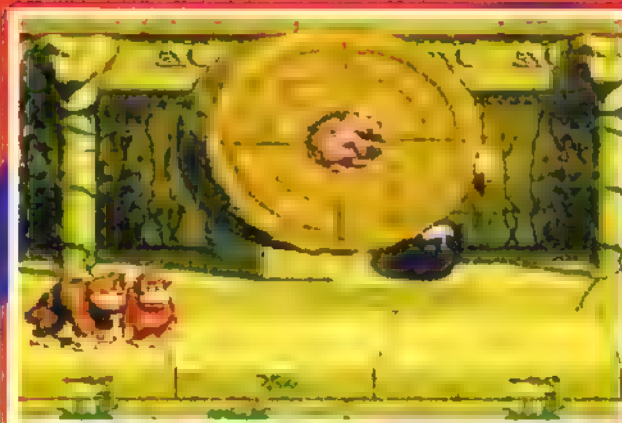




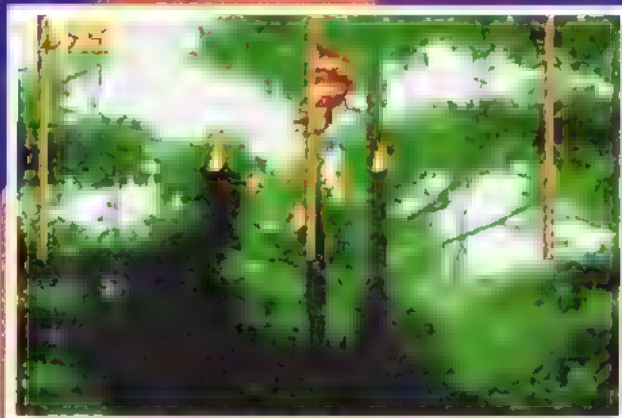
5. In the section with the six barrel moving up and down, time the last one so that you bounce on the vulture.



1. Only
barrel to get
any more of
your first two
Kongs. If you
want to take
you to a
secret level,
you need
not do.



2. This level has the rather annoying feature of gerbils in big wheels chasing you. Don't stop, ever.



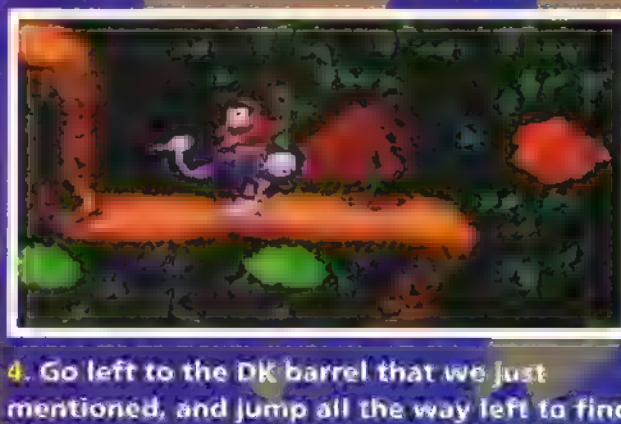
1. When you get to the end of the level, you can find a secret level.



2. Remember this DK barrel's position for future reference, and use it if you need to.



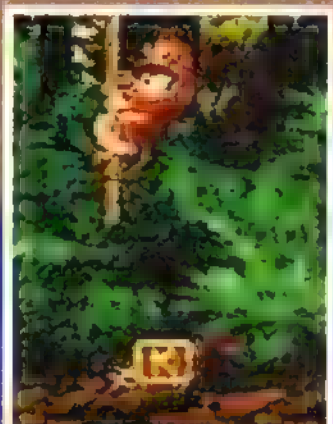
3. When you get to the end of the mountain, climb up to the top and jump on the barrel to get the ostrich.



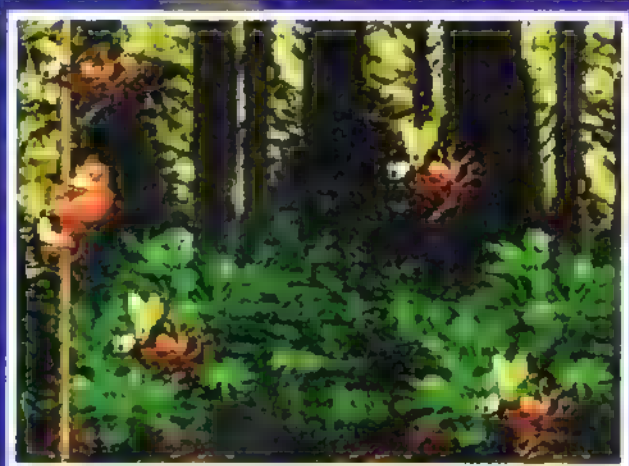
4. Go left to the DK barrel that we just mentioned, and jump all the way left to find this secret area.

Forest Frenzy

1. If you've only got one of the Kong family, jump onto these leaves to find your partner.



2. When you ride through this level, use Diddy Kong as he's just a touch faster for the job.



3. Once again you have to avoid the vultures, but remember it's only a case of going up and down.

Temple Tempest



1. Wait until the gerbils start walking towards you, then jump up and left to get this rhino.



4. Once again, it's a case of jumping on the crocodiles head to get a bunch of bananas.



5. Jump off the next large ledge you come across to get yourself a KONG icon.

Orang-outang Gang

1. At the start of the level, pop let and get this barrel. Throw it right to clear the level.



5. In this area, you can get one icon for each of the animals as long as you don't mess up.



6. If you can keep a hold of the ostrich on this level, you can fly over the annoying orang-utans.

DONKEY KONG COUNTRY

Tips

Clam City

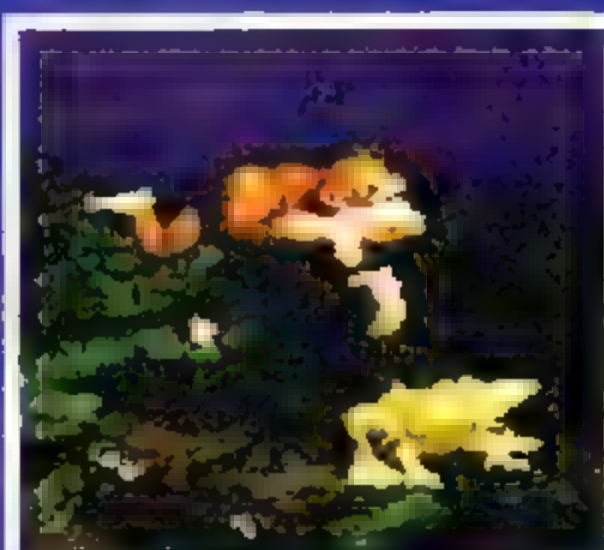


1. In the first narrow passage that you swim up, swim left for an icon and a swordfish. Not flippin' bad!.

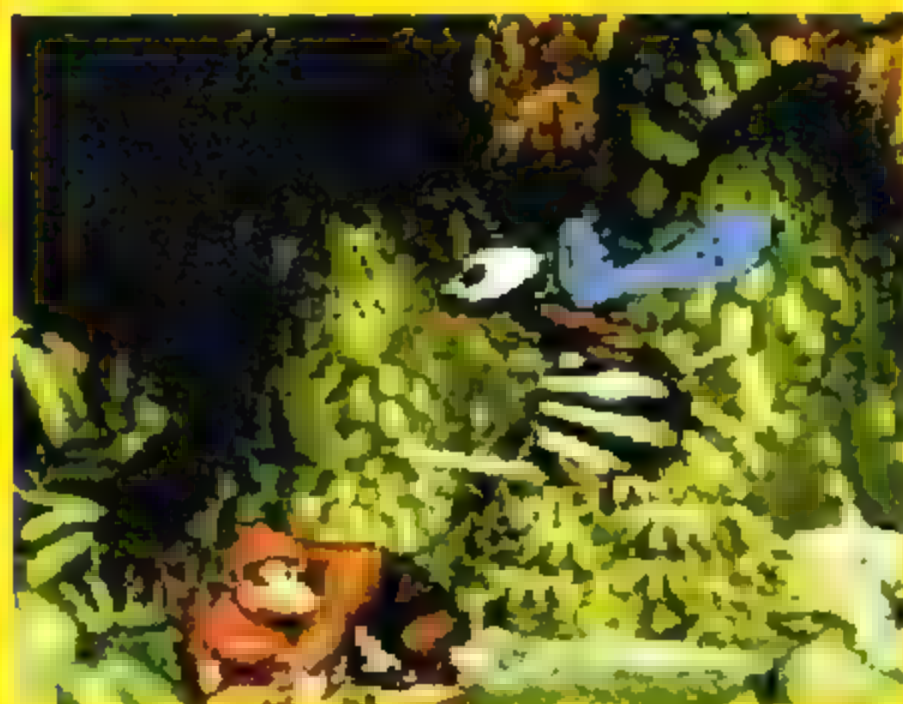


2. For the most part, this level involves avoiding these stupid clams with their annoying pearls.

3. Near the end of the level, float down by this clam to get yourself the frog icon.



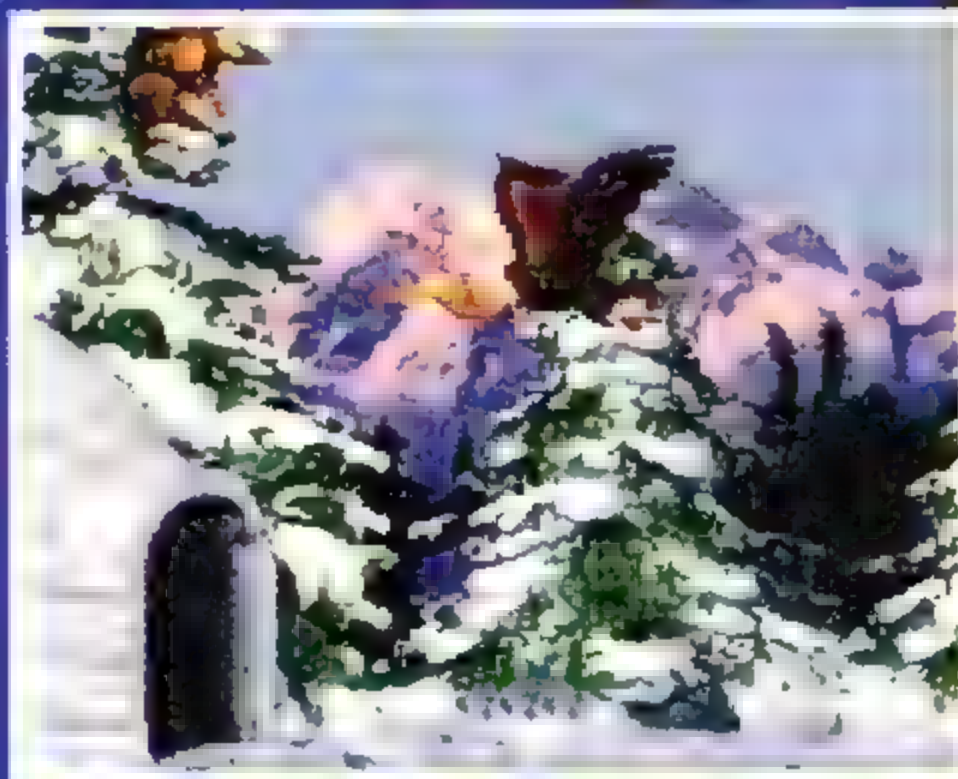
Bumble Bee Rumble



This bee is one of the major pains in the game that you'll fight. Choose Diddy Kong and pick up the barrel. Now just let the bee fly into you. When it goes red, run away from it, until it turns yellow when you can do it all over again.



Snow Barrel Blast



1. Jump up onto the vulture and left onto the igloo to get yourself a bonus barrel.

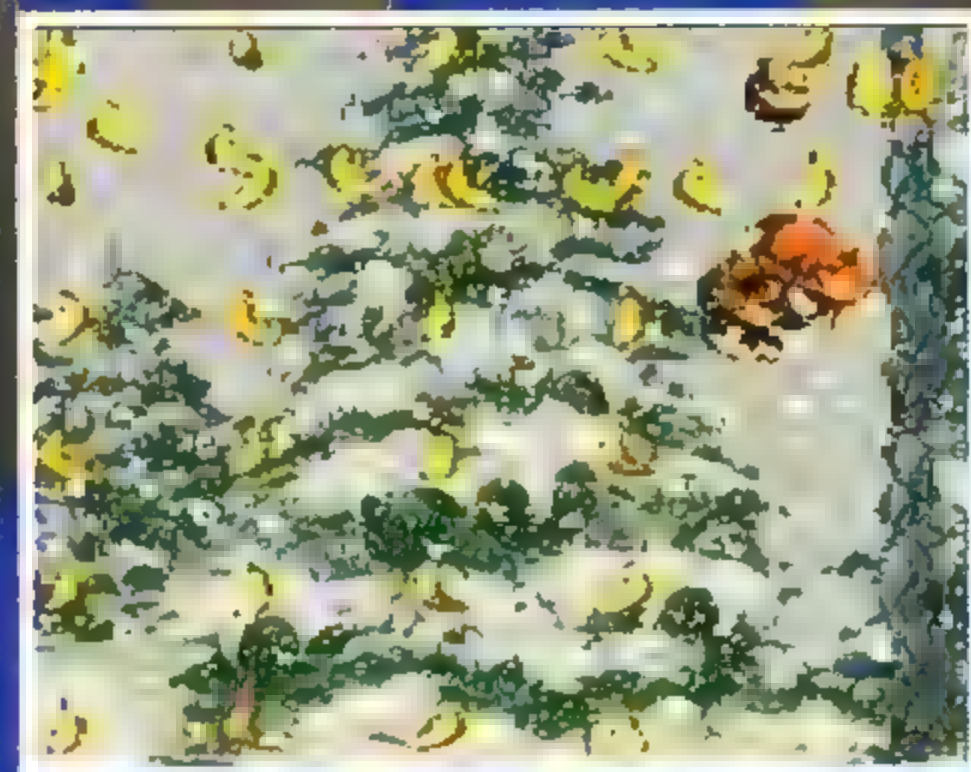
2. Play Find the Winky. Concentrate on the last flashing icon, and jump on the barrel.



3. Jump on the three vultures and hold right. If you're a lucky gorilla you can catch this balloon.



4. Once you get to just about the halfway point, head left and drop down here to find another bonus.



5. Jump up here, and then hold left so that you land in the centre. Do it right and you'll get another go.

6. Only go for this extra icon if you've got your timing pretty much perfected. Don't bother otherwise – it's tricky.



Slipside Ride



1. Wait for the monsters to come along and then jump on them to get to the rope.



2. Throw the barrel at the wall to get to this room. Spell out KONG for a free life.



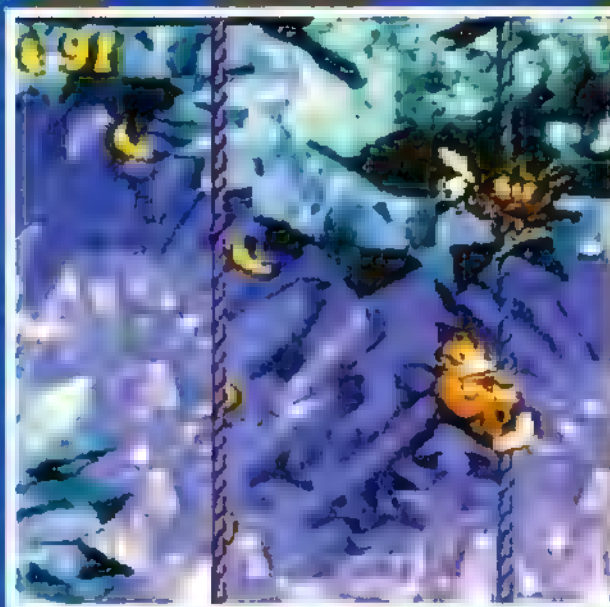
3. Hold up on the ropes to slow your descent. Jump past the bees to get a barrel.



4. Drop down the cliff to this point here and throw the barrel at the wall to find another secret place.



5. Now you have to spell out NINTENDO for more free lives to come your way.



6. When you get to here, note that the red ropes take you down, while the blue ropes take you up. Simple!

7. After the halfway mark, jump on the monster to get up the rope. Drop on the thin ice to get the sword-fish.

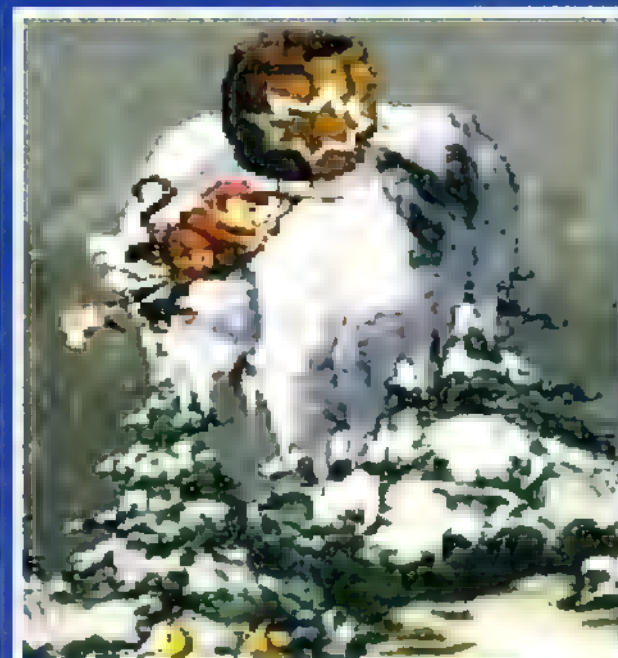


8. On this section you must jump horizontally between the ropes to make your way across and up the screen.

Ice Age Alley



1. From the start of the level, jump left over the vulture to get the ostrich icon.



2. Fly right over the vultures with Expresso to find this bonus area barrel.

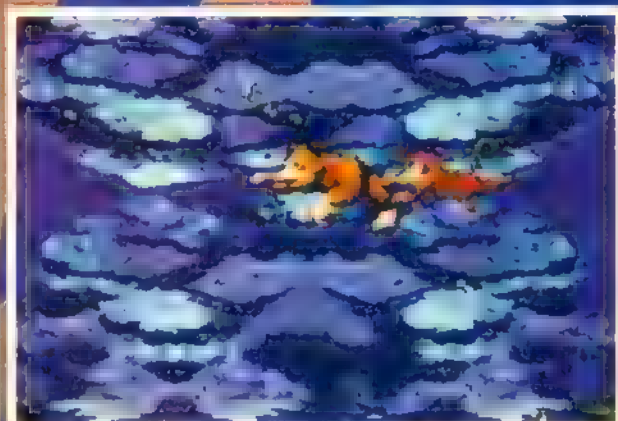
DONKEY KONG

COUNTRY

Tips



2. After the halfway mark, you'll see this crossroads. Follow the Croctopus round for swordfish.



3. When you see this incredibly narrow gap in the rocks, swim left for the swordfish box.

Torchlight Trouble

1. Jump on this box immediately to get yourself this happy parrot who will light your way.



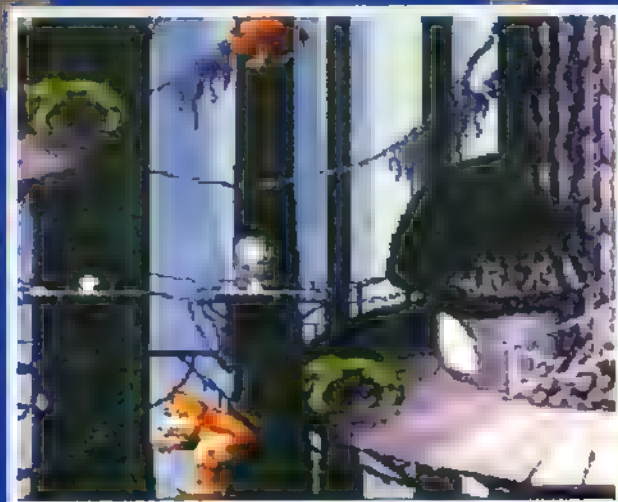
2. After the DK barrel, throw a barrel at this wall to open a bonus area for you.



3. Jump right to right to get the balloons, be patient because this will be the end, and you'll lose life.

Rope Bridge Rumble

1. Drop down here straight away to get yourself a bonus barrel for more secret room antics.



3. This section is yet another timing exercise. Again, make use of the practice.



4. When you get to the rope swinging section, be careful as your likely to land near an orang-utan.

Croctopus Chase



1. Make sure you keep moving on this section, as if you stop for more than a second, you've had it.

Cranky's Cabin

Cranky is your in-game adviser who will, if you take the time to listen to him, give you top advice on some of the hidden areas of the game. There's some great in-jokes that all you former Spectrum/Commodore owners will have a laugh at, so enjoy.





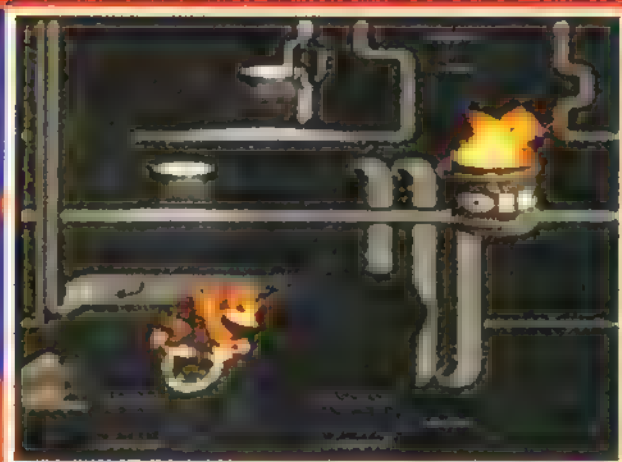
5. Play the bonus game again, the prize on this one is an Icon of your choice if you match all three.

...the first flat-
...to... things



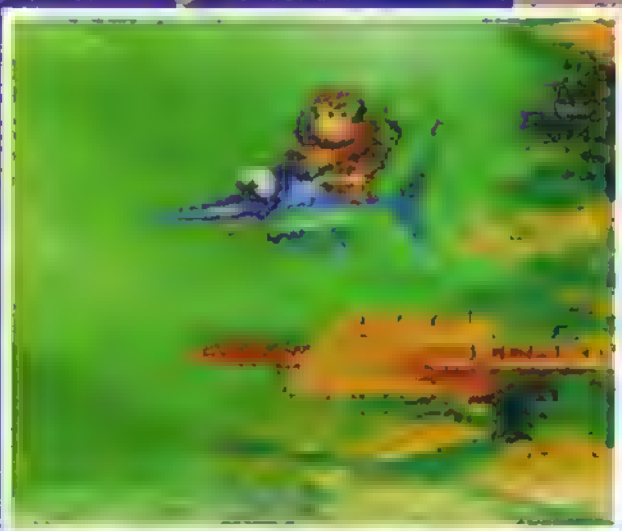
Allegory
A story or picture that has a hidden meaning, often a political or moral one.

rhino t
here, then
the wall to
find the bonus
level.



When you get your jumps over here, wait for the down then go for it.

12 Right at the level, swim to get your swordfish straight



2. If you should lose your swordfish chum again, you can pick him up here after the halfway mark.

1. When you make the jump to the second cart, get ready to jump up onto this rope:



This beaver is getting a bit narked what with you bouncing on his head and that. After you jump on his head, he'll do a big jump towards you. Jump away from him three times and then jump on his head again. Oh yeah, and use Donkey Kong for this level.

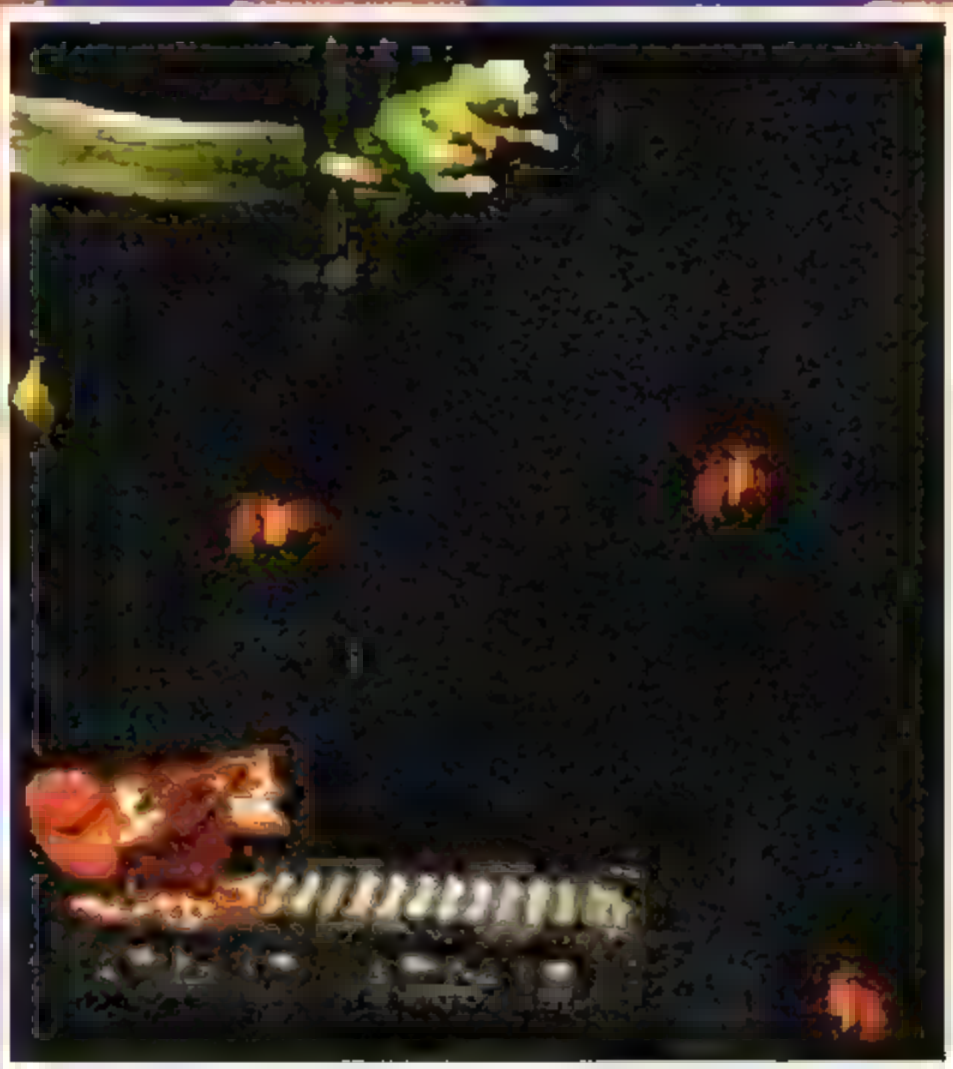


DONKEY KONG COUNTRY Tips

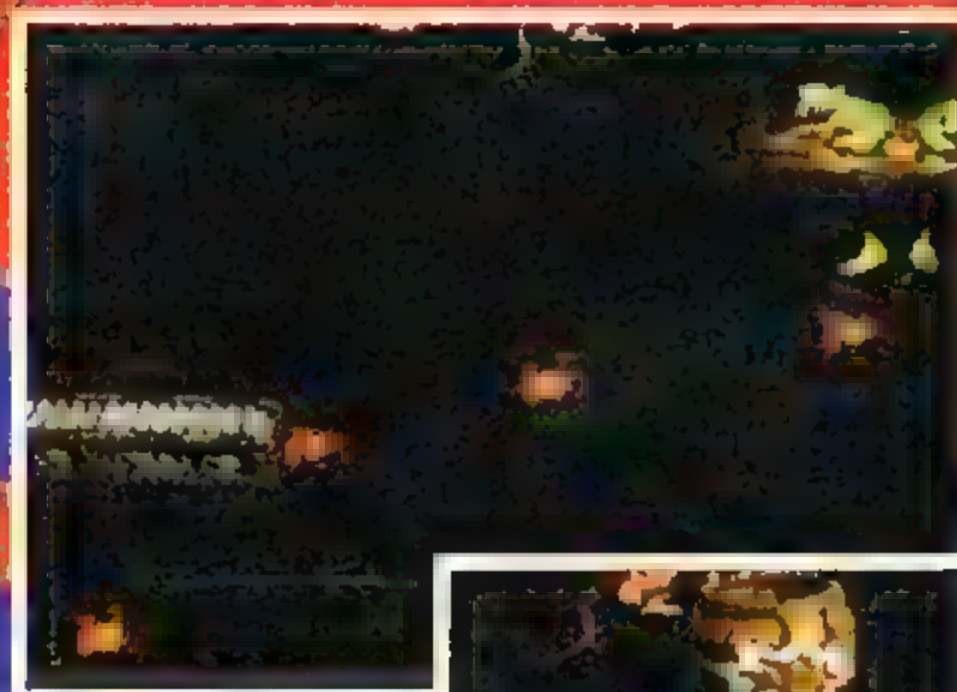


6. To get this bonus barrel, jump up in the air at the top of the track and just drop in.

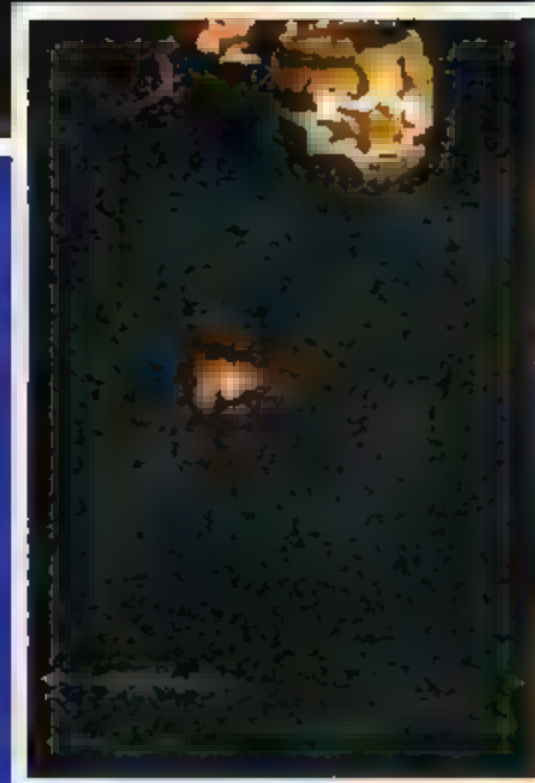
Trick Track Trek



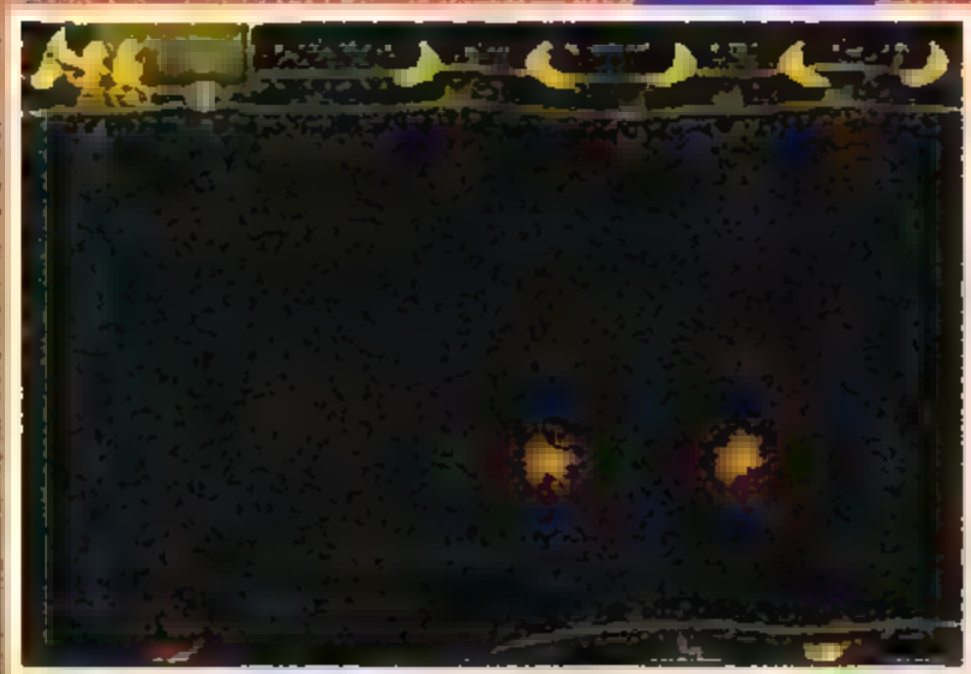
1. The first half of this level is a breeze. In the second half, watch out for these gits who jump down.



2. Jump right across the screen at this point. Only risk it if you have both apples.



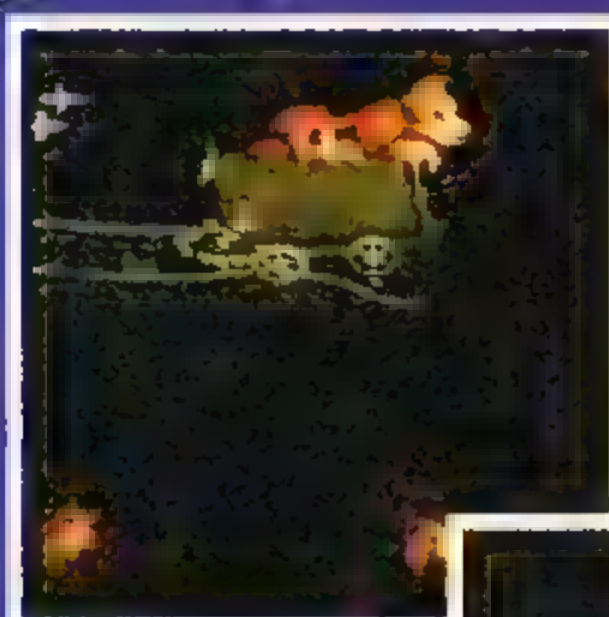
3. Jump right across the screen at this point. Only risk it if you have both apples.



When you go through the line of bananas, you'll come to a gap. Jump at this point.

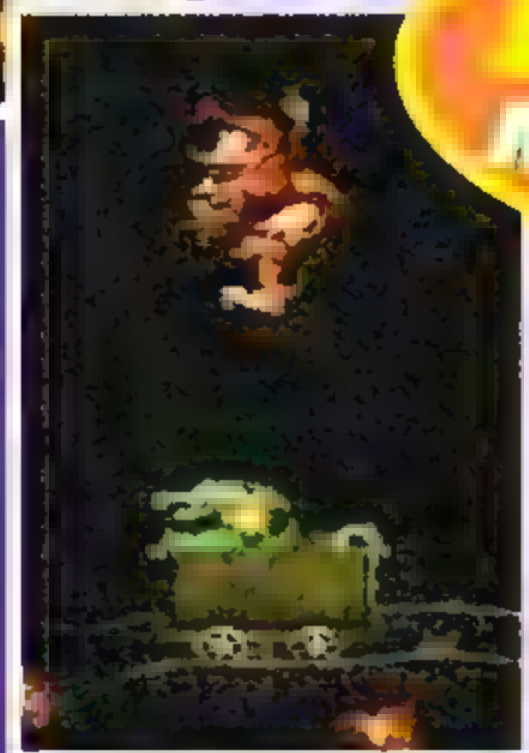


3. This level requires your timing to be at it's tops. There's a rhino icon and a free life to be had.



4. At the midway point don't jump out of the cart. Instead stay in the cart.

5. When you see the monsters in the carts, don't despair! Just jump on their heads and you'll see that they're not so scary.



Funky's Flights

Get funky, er, like a monkey with this top geezer who looks a little chunky. Use this bandanna wearing games world goof to take you back to previous levels, which can help you in the following ways. Firstly, if your down to your last life and need a save then go for it. Secondly, you can keep going back to the easier levels and pick up the



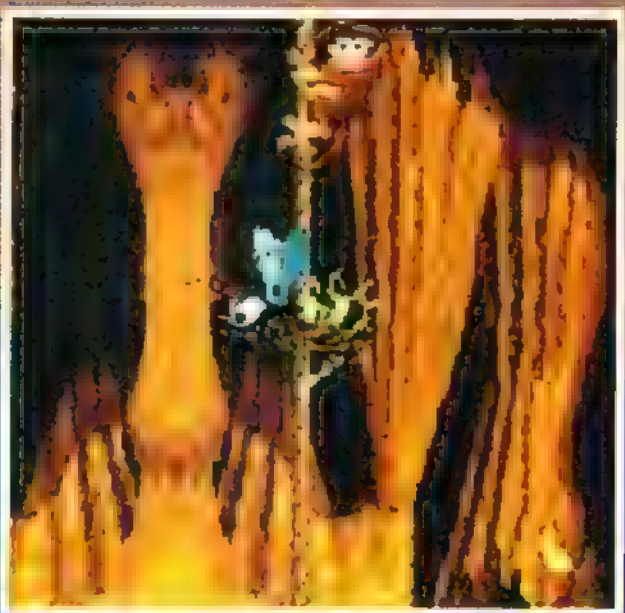
DK's MATES

Whoa, Dudes!
My name's Funky Kong!

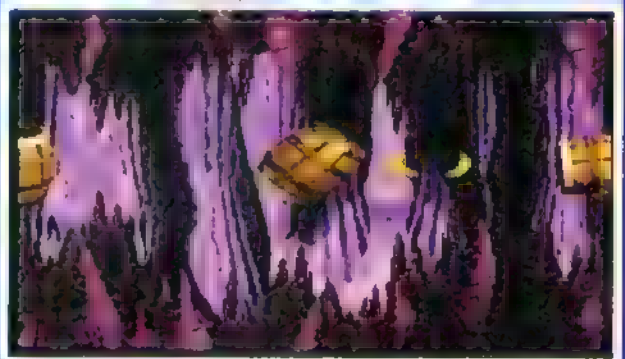
Elevator Antics



On the first set of ropes, climb up to the top and throw the barrel down to the bottom.



2. On the second set of ropes with the bees, jump right over here to find a bonus level.



3. If you take your time on this bonus level, there are at least three lives to be had.

4. On the very last elevator before the exit, ride it down to find this secret room.



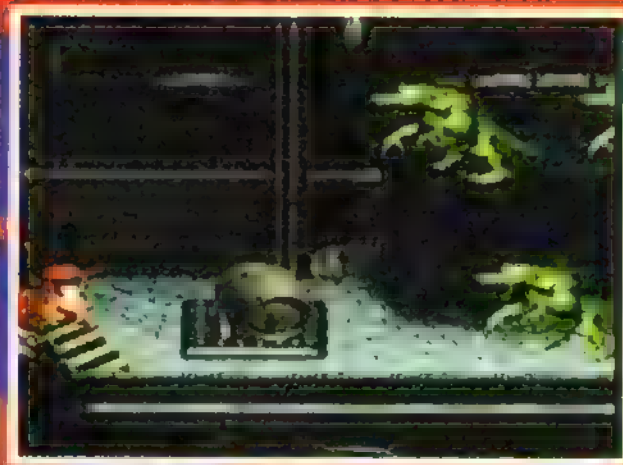
Blackout Basement



1. When the power is blacked out, just tap the Y button to do your roll attack.



2. When you get to the tyre jumps, stop and take your time. Wait until it lights up.



3. You'll find a special steel barrel as you go through the level. Throw it and chase it along - you'll find out why.

Tanked Up Trouble

1. On this level, you have to keep the lift filled with fuel. Collect ALL the barrels you find else you're in trouble.



Boss Dumb Drum

This guardian can has two attack patterns. Firstly it drops out of the sky in an attempt to crush you. Run from both ends of the screen to avoid that. Secondly it shakes out monsters. Kill them and get ready to run again.



DONKEY KONG COUNTRY

Tips

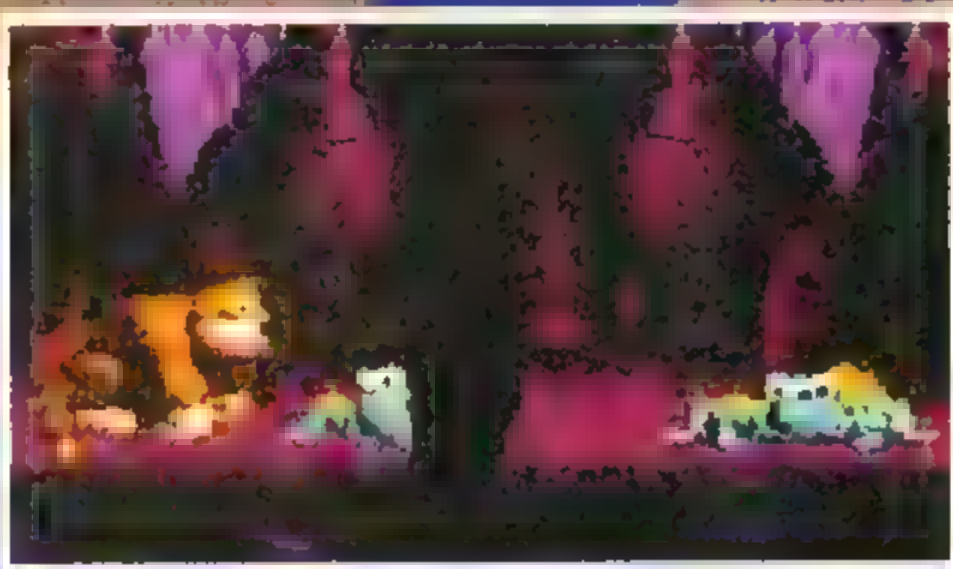


5. The final skill test here, push the tyre, jump the gerbils, then jump on the tyre to get the fuel.

Manic Mincers



1. There's not too much happening here, but use a barrel or the rhino and you'll get this area.



2. Not one, not two, but three, yes three nasty crocodiles! Don't be disturbed cos they've got lots of bananas for you.



3. When you get to this secret area, jump like crazy to get all of the bonuses.

4. Jump onto the top of the ledge and leap left for the frog icon. Now the rest of the level is easy to do.



Misty Mine



1. Pick up the TNT and drop it on the flaming barrels to destroy them. This will open up the level.

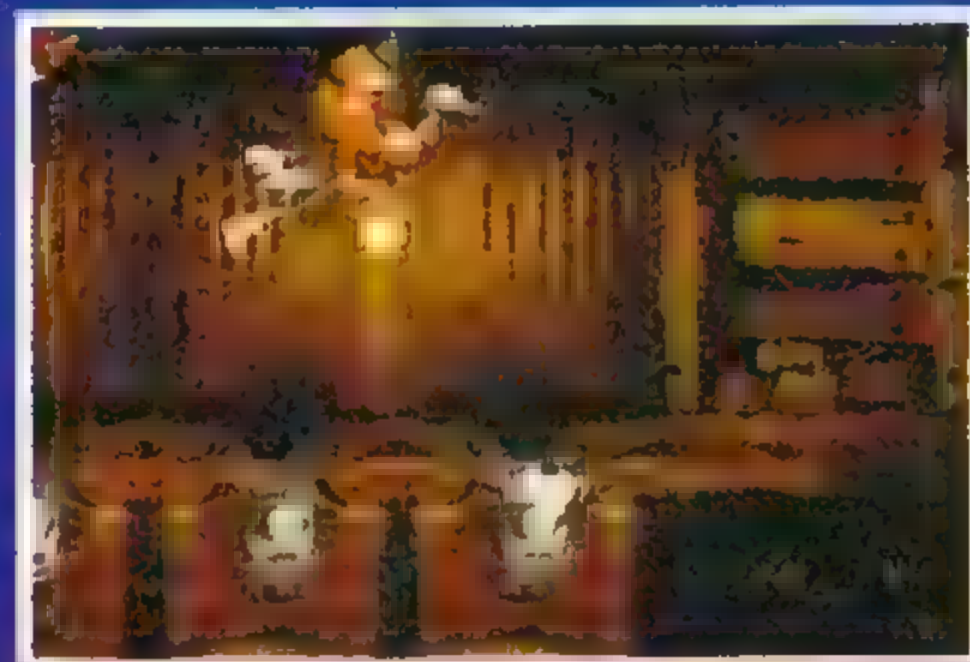


2. On the rope ride after the halfway mark, slide down to find a bonus area.



3. Alternate along the routes in a pattern, starting up then down etc, and you'll get the free life and ostrich.

4. Use the ostrich to it's fullest potential, remembering that you can glide by tapping the jump button.



6. When you get to the tyre, jump on it early, to allow yourself time to react for the next one.



3. As the lift makes it's second descent, jump quickly right to get this fuel.



4. In the later stages, you have to jump on the tyre and over the bees to get the fuel. Always jump early.

Loopy Lights



At the top of the screen, there's a small, glowing, circular light source. This is the key to the level. You need to use it to get through the level.

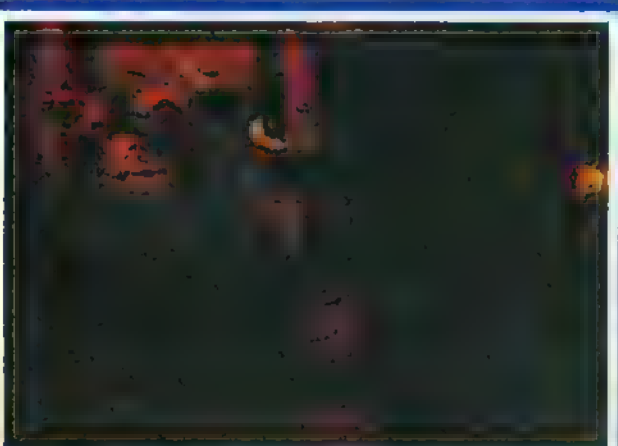


2. Drop down the first gap you come to and you'll be catapulted into this bonus room.



3. When you enter this rather dark bonus area, just tap the jump button continuously and you'll be able to get through.

4. This is Wanky the gibbon who tries to sell you a cheap watch. Psst guv, jump on this dodgy geezer's head.



Platform Perils



1. Walk right to here and then step left onto an invisible pad. This will take you to a bonus barrel.

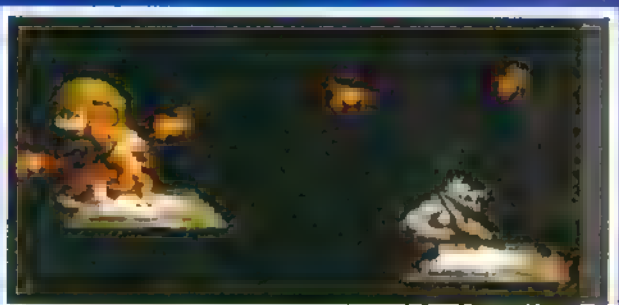


Remember to jump over the guard who's just in front of you. You'll be just in time.



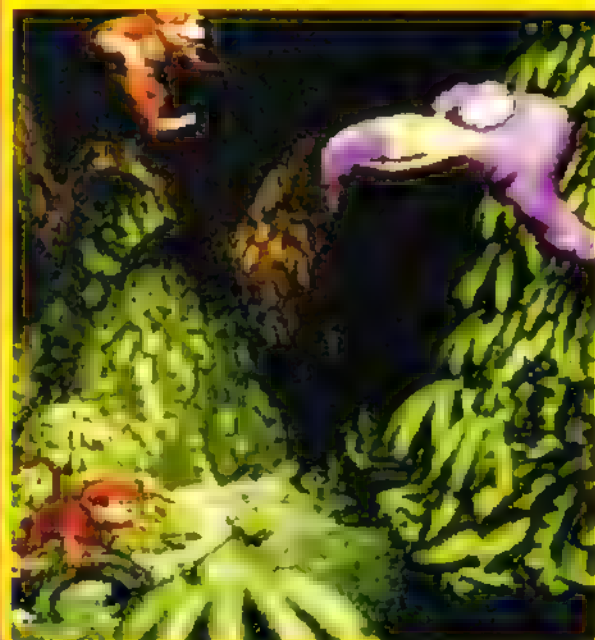
3. Use Donkey Kong for the rest of the level, as there's a few hard guards. Remember, always jump early.

4. On the later stages, always keep a barrel handy for these guards who are otherwise invulnerable.



Necky's Revenge

Not too much to say about our Necky. Beware of his nut's which he sends flying out at you. On occasion he will pop out at the top of the screen, try to stay away from him at these times. As before, use Donkey Kong for the job.



Gang Plank Galleon



1. This is the final encounter of the game. Firstly, King Kroc will throw his crown at you. Just jump over it and land on his head.



2. After annoying him, he runs after you. Just run away and then jump over his head, ready to jump on his again.

DONKEY KONG COUNTRY

Tips

FINGERS ON THE BUTTONS

PICK ITEMS UP

CHANGE KONGS

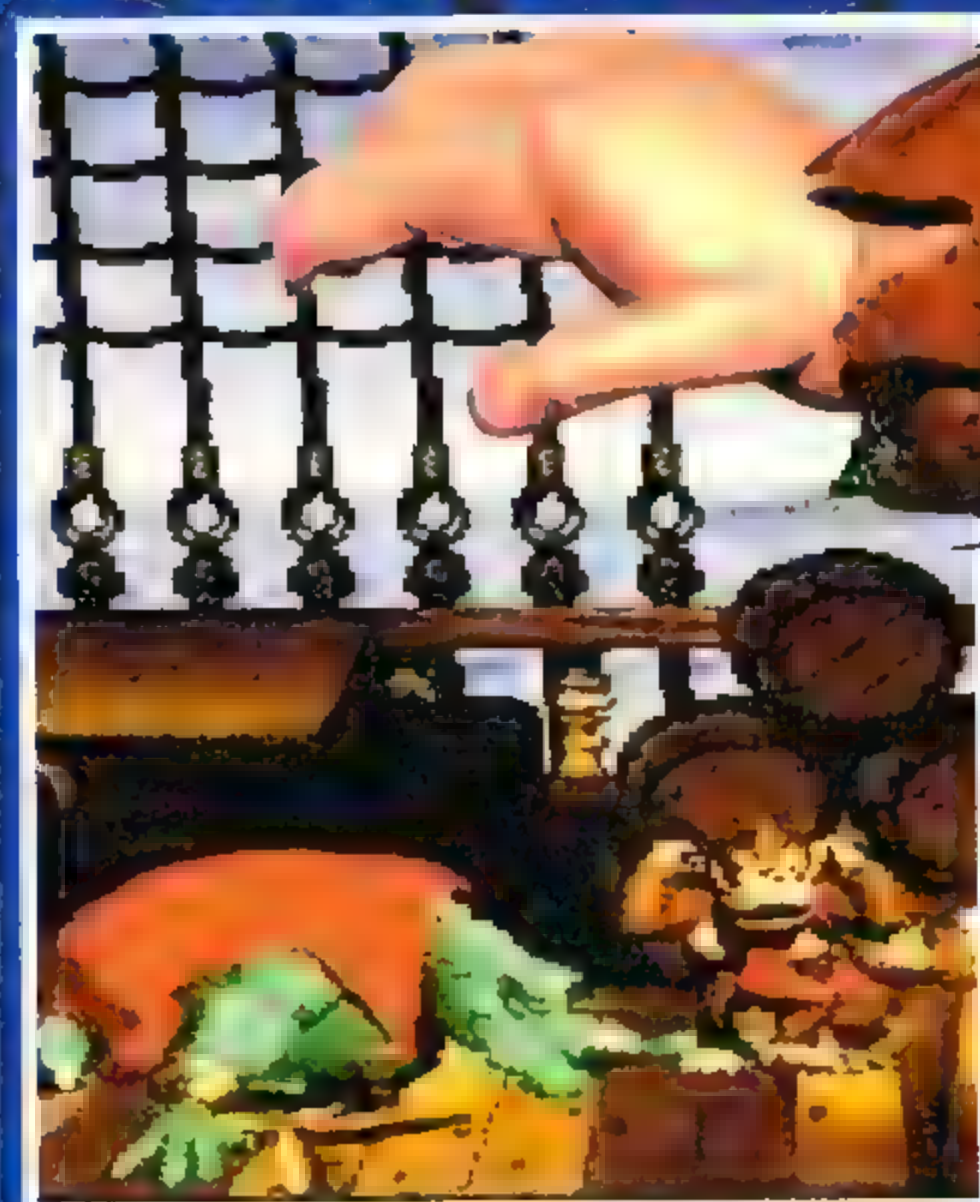
CHANGE DIRECTIONS

JUMP

RUN FASTER



3. He repeats this three times, running at you an extra time as you bounce on his head. The he drops cannonballs on you from above. Again, three times.



4. Now don't think he's dead, 'cos he's just faking it. Stay close to him as he'll jump after you.

When he gets to the end of the screen he'll throw his crown so jump on him. He does this three times as well so make sure you're ready.

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Yep, we reckon we've got the whole game covered here, but no doubt there are plenty more cheats and tips out there. The first five original useful cheats sent in will earn the tipsters a year's subscription to TOTAL!

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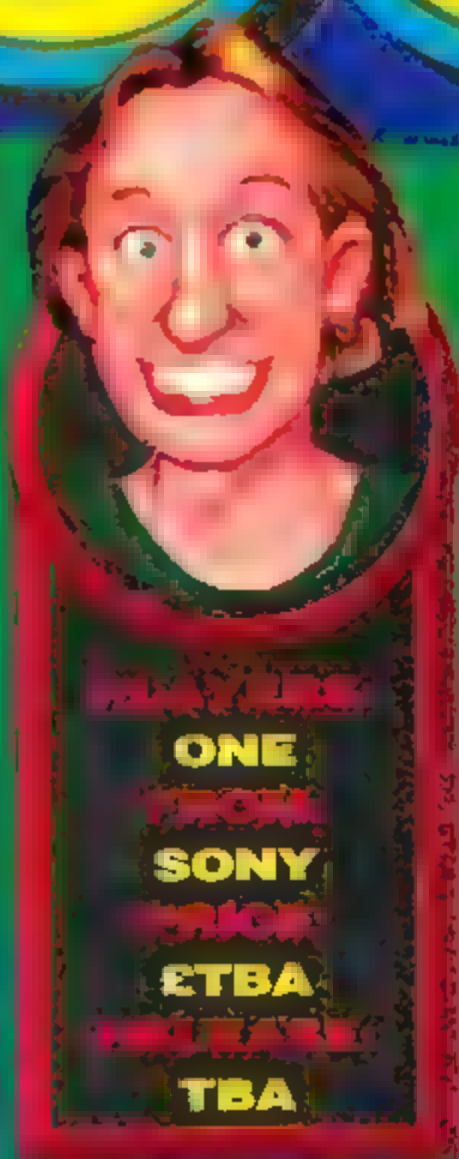


ALL THAT



TROY AIKMAN FOOTBALL

Troy Aikman - is it a sack for a loss of 15 yards, or a 99 yard kickoff return for a touchdown? Only Thick Dyer can talk like this.



Troy Aikman is an American hero. Quarterback of the Dallas Cowboys, winner of the Superbowl

for the last two years, he's been voted the League's and Superbowl's Most Valuable Player, and he's the highest paid player in American Football history.

A good man to hang a license on, in America anyway. But the question is being begged - why use it to turn out a turkey? Of course all American football games have one standard by which to be measured, namely John Madden Football '94 is



Fumble! Sack the Quarterback! End Zone!



Get the running back! Touchdown! Cheerleaders!



You see, I know all my American footy lingo!

the John Madden Football '94 game (the man) has followed very much in its footsteps.

Troy Aikman features an over-and-behind-the-head view of the small player sprites, a play menu, and a passing and running play system that all owe much to John Madden (the game, not the man). However, it falls well short of the slickness. The graphics are awful, blurred-out blocky affairs that not only look unattractive, but make it terribly hard to see how your players are performing.

The behaviour of these badly drawn sprites is even more baffling. They scoot along the ground hovering a foot above it, and for some reason tackling them appears to propel the ball

carrier five yards forward. I tackled a running back from the side, on my own five yard line and he skidded into the End Zone for a touchdown as a result. Grrr!

If you're into American Football, there's still only one option - John Madden '94. Don't be lulled by the Troy Aikman licence, this is awful and deserves to be sacked in its own End Zone for a safety.

ANDY

T!

PLOYS
Very poor graphics, shoddy game-play

TROYS
The Dallas Cowboys are on good form. Erm, and see below

Hey That's A Good Idea

Buried within this pile of poo, quite well hidden in fact, are some nice ideas.

For example:

1. Design your own plays

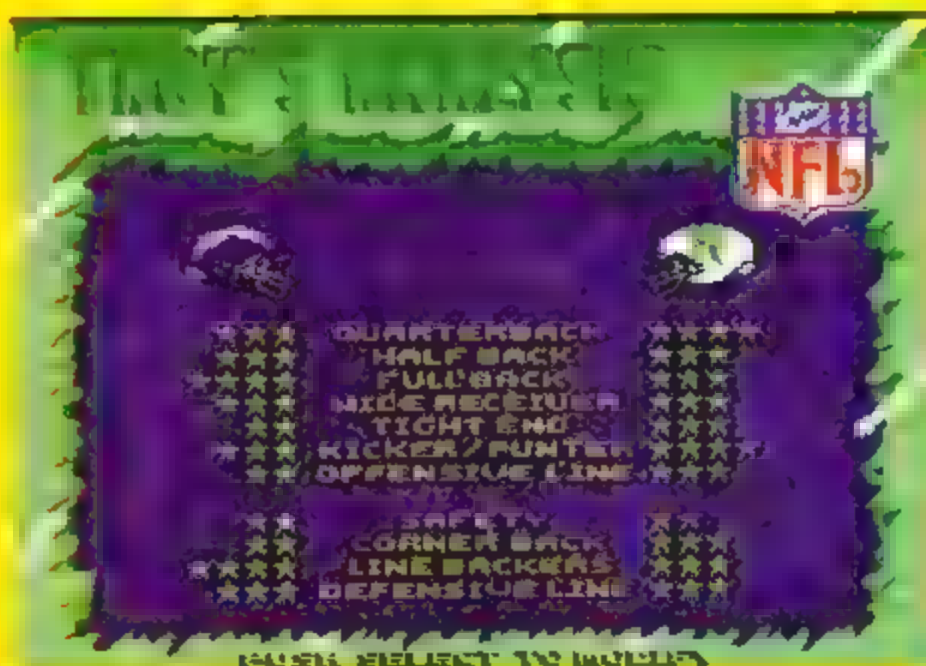
Out of the 57 Offensive plays that you can choose from, three are user-definable, allowing you to become a bit of a football coach. Nice idea.

2. Play options

If your running back is a receiver on a passing play, you can choose to pitch it to him for a run instead of going for the pass by simply pressing X instead of B. Useful if the Defense is geared up for a passing play.

3. Stats

Stats are great. You may think they're boring, but you're wrong. Half the fun of American football is looking through lists of numbers afterwards to find out how many 3rd downs you converted, or what was your rushing yard total.



GRAPHICS

Truly awful visuals. The crowd looks more like an early Jackson Pollack.

4

SOUNDS

Average sound quality with quite tedious music and passable sound effects.

5

GAMEPLAY

It's based on the Madden approach it manages to fall well short of the mark.

4

LIFESPAN

Playing just one game is a tedious chore, so why prolong the agony?

3

TOTAL JUDGEMENT

"About the only people who might want this are Troy Aikman fans who like the picture on the box. And they're clearly mad."

TOTAL! SCORE

42

THE ADVENTURES OF MIGHTY MAX



Look at the top of the screen and you'll see a balloon. Thrilling.

TOTAL!
SNES REVIEW



Andy Dyer puts his cap on back to front and realises he looks even sadder than Atko so, erm, he takes it off again. Right, so *Mighty Max*, then.



PLAYERS:
1-2
FROM:
SONY/
OCEAN
PRICE:
£TBA
RELEASE:
TBA



Place your item on one side of the see-saw then chuck a rock onto the other end.

the devil's own job to actually reach your goal. What you have to do is use the various springs, see-saws, switches, magnets and moving platforms to manoeuvre the item towards the portal. It's tricky and time consuming (the levels are huge) but it's not impossibly tricky so right from the start you become hooked and can't leave it alone until you've finished another level. The trouble is, a good few hours on practise mode and you've finished.

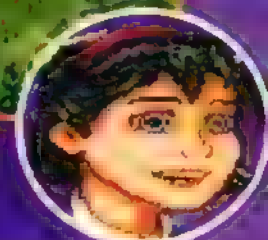
Our advice? Well, play on normal mode right from the start, this gives a considerably more challenging game. Also there's a rather neat split screen two-player mode in which you both help each other so that extends the life span even further. It's a shame the game isn't the biggest ever, but what's here is very neat, a little different and just plain fun.

ANDY

T!



Just chuck the collected items into the portals. It's as simple as that.



Refreshingly, Sony had sense enough not to churn out yet another standard platformer, but have instead produced a platformer with a few novel twists.

The aim of the game is very straightforward and never changes from one level to the next (so it's a bit repetitive). You have to leap around each level collecting a predetermined number of special objects, usually two on practice level and three on normal level. You then take each object to the magic portal thingy and dump it there. When all the items are accounted for you leap through the portal and move on to the next level. Easy.

But it's not really that easy as it happens. Because of the way the levels are structured it's

Not that brilliant. There's variety, but none of it is shockingly well-drawn

7

The soundtrack's a bit Status Quo but at least it's loud and lively. Effects are fine too

8

A little different and very addictive. And the two-player game adds a lot of fun

8

Aw, never mind. It's a bit on the small side but the two-player mode helps quite a bit

6

"Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well done those lovely chaps and chapesses at Sony"

81

TOTAL SCORE

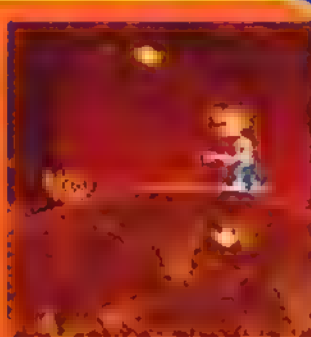
TOTAL! TACTIX

Clear The Decks

When you first play, you'll die very quickly. There are so many enemies whizzing around you'll wonder how on earth it's possible to survive. The answer is simple.

Now this might sound obvious, but all you need to do is... (text is too small to read)

(text is too small to read)



STARGATE

TOTAL!
GAME BOY REVIEW



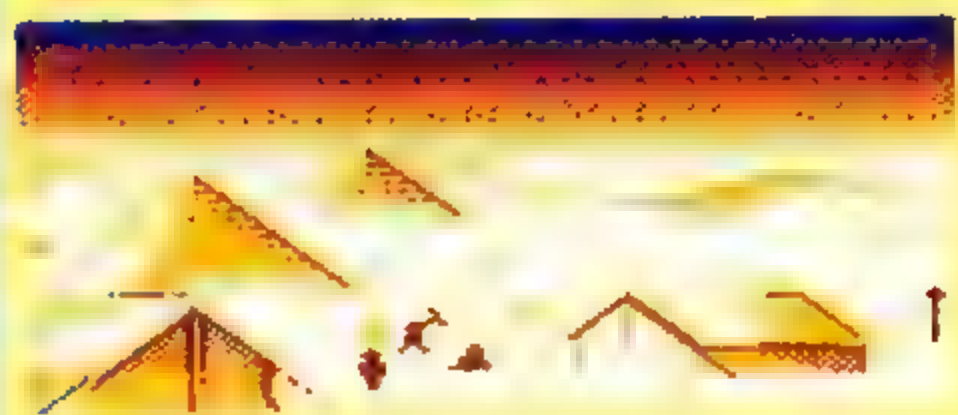
PLAYERS: 1-2
FROM: ACCLAIM
PRICE: £TBA
RELEASE: FEB

GATES
Challenging
and bloody
addictive,
make no
mistake

Atko thought that a Stargate was the entrance to the playboy mansion. Oh alright he didn't but we thought it was a good attempt at a joke.

Even if the the icons falling aren't in the bar at the top of the screen you'll want to stack them three high just to get rid of them. Clever, clever. Always thinking!

WHAT'S IT ALL ABOUT, THEN?



In Garza, Egypt 1928 Professor Langford has discovered a strange quartz ring in a dig site near the pyramids. The hieroglyphic markings have remained a mystery for over half a century.

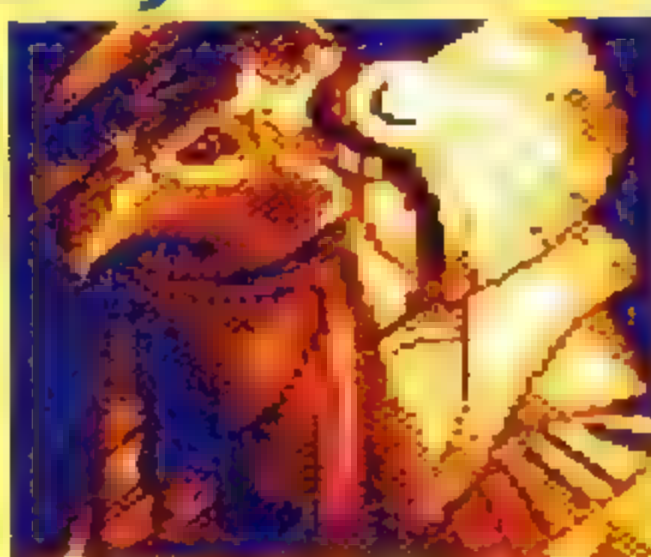


Present day. Daniel Jackson deciphers the hieroglyphics which read: A million light years into the sky is Ra, Sun God. Sealed and buried for all time is his... Stargate.

The army have discovered that the Stargate is a doorway to another Star System controlled by Ra. Daniel must go through with the



troops to shut it down and protect earth. Some bad geezer volunteers to take on Daniel and open the Stargate before he can close it. Ra warns this geezer that if he fails it'll be curtains. Okay?



BE WILL CHOOSE A
STARGATE.

"A great addition
to your puzzle
games collection"



JOSSE SAYS...

It's about time we had a decent new puzzle game for the Game Boy. In recent months only L.U.C.I.E. has come close to satisfying the lust of us hard-core puzzle fans. Stargate is better than that and unless you haven't got the mighty Tetris in your collection I suggest you this immediately.

GAMES

thing different again. A puzzle game! Would you believe it?

Unlike the SNES version, you take on the role of Daniel Jackson, played in the film by James Spader. In three different game modes you must unlock the Stargate to prevent the evil Ra from conquering the universe. Still a bit baffled? Well check out the 'What's it all about then?' box down to the left.

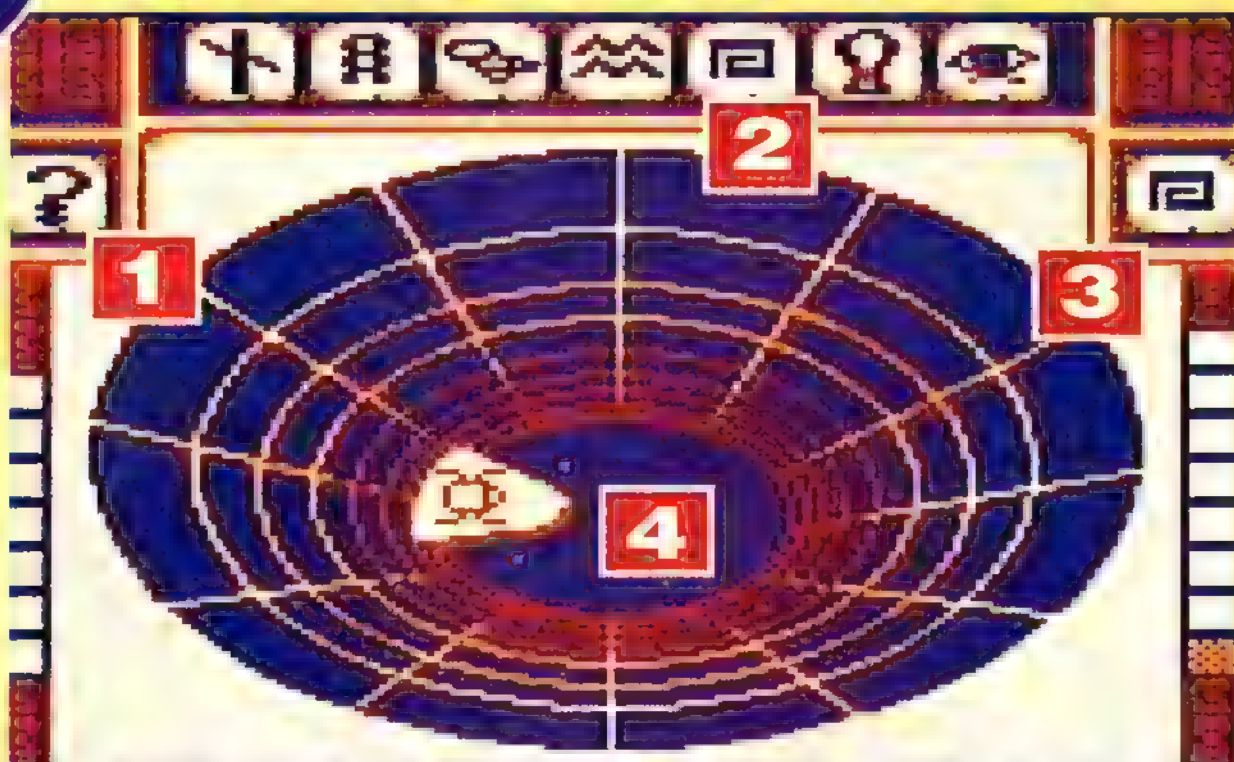
Stargate can best be described as a kind of a 3D Super Puyo Puyo. Your primary aim is to match up hieroglyphic icons in groups of three corresponding with the icon bar at the top of the screen. In skill mode this process continues until you're bricks reach the top of the screen and in two-player and Battle mode until you've cleared all the icons in the icon bar. Once you've mastered this initial strategy several others may be employed (see 'Strategy' box below).

Graphically this is clear enough and scrolls very well, but apart from the jazzy intro screens it's all a bit samey. Then again, name a puzzle game with graphic variety. In the gameplay department, one session and you'll be hooked. Link up with a friend, (in my case I could only find Josse) and it'll take a crowbar to separate you.

Overall Stargate is a thoughtful, intelligent puzzler that will take years to crack and even then will still have a lot of shelf-life left in the link-up mode. If Tetris is wearing a bit thin, give Stargate a whirl.

RAVINGS
Initially difficult to get your head round.

ISNT THAT A WOK?



1. This icon shows which tile is coming next. Keep an eye on it.
2. This is the Stargate code. Clear that and you're home and dry.

3. This icon shows which tile will be coming after the next one.
4. This piece may be rotated to reveal another icon or simply dropped.

TOTAL!

TACTIX

Stargate Strategies



Left: Drop three tiles on top of each other to clear one icon from the top row. Or...

Below: Lay the tiles on the bottom of the wok-like bowl in the correct order and you've completed the game quickly and easily. But believe me, it's no easy task.



GRAPHICS

Like most puzzle games the graphics are functional but don't boast much in the way of variety

8

SOUNDS

Better than your average but not catchy enough to prevent Josse from shouting "Turn it off!"

8

GAMEPLAY

Once you've worked out exactly what's going on this is a joy to play. Controls are similar to Tetris

9

LIFESPAN

With three game modes and two difficulty settings this should last you a long, long time

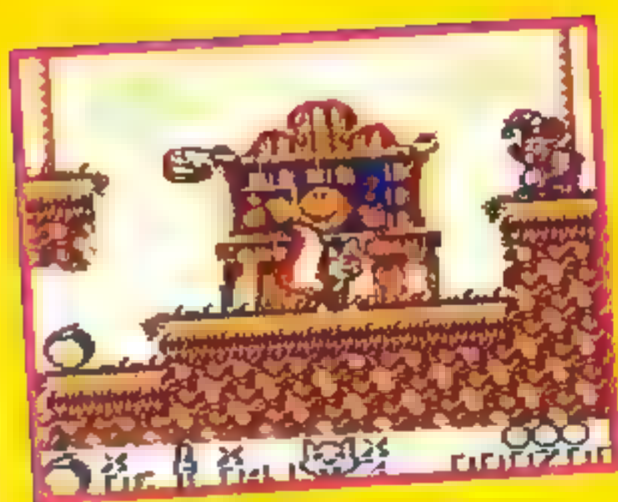
9

TOTAL! JUDGEMENT

"The Game Boy needed another decent puzzler and Stargate fits the bill with ease. Expand your brain and solve the mystery of the pyramids"

TOTAL!
SCORE

85



Watch out for the clown mice. They're er, micey.



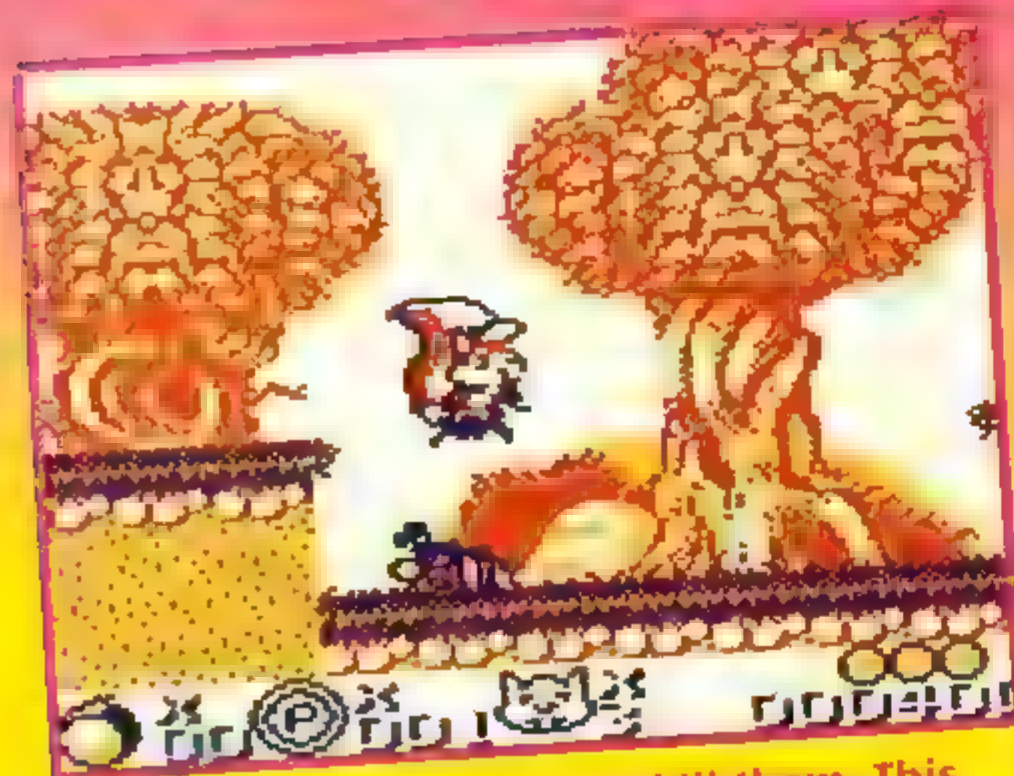
Did you know that eskimos have three ears?

About that Eskimo thing... it was a lie. They actually only have one ear. Here's a big spider.



"At last!" cried Andy triumphantly and he playfully leapt from branch to branch, "I've discovered where a squirrel keeps his nuts!"

MR NUTZ



Bounce on the creatures to kill them. This worm takes three bounces incidentally.



Two more screenshots from this ground-breaking new example of originality.



This is the first half of the map. It appears before each level. Erm, that's it.

Despite what the title may suggest, Mr Nutz is not a variation on the Viz character Buster Gonad theme but a game about a cute little squirrel whose parents saw fit to name him after his favourite food. Presumably you're all expecting me to go into great detail about who he is, what he's up to and why he has to try to get through several levels of hazard-infested platform-riddled scenery. Well I won't.

And the reason is because there's really nothing new to add. Why the furry little fart even exists in the first place is beyond me. Let's face it, you could replace the little guy with a blob which has the words "Platform Character" written on it and it would achieve much the same result. That's a point, you could also change the names of the levels to, erm, "Block World" and then, instead of drawing lots of different backdrops you could just have plain blocks. Much easier. Then, you could leave out all the enemies and replace them with little squares that say "Monster" on them with bigger squares at the end of each world which move in set

patterns and have "Boss" written on them. Yes, this is great. Then, you could leave out all the coins and power-ups and instead just replenish the main blob's energy every once in a while, it would amount to the same wouldn't it? And *that* way the programmer's job would be made a lot easier and there would be no reason to employ expensive graphic artists so the game could be cheaper, yes?

Trouble is it doesn't work that way does it? The public (that's you) wouldn't buy it. In fact neither would we. We'd all just say "This is crap, it's all full of blocks!". So instead we have a decent platform game (oh didn't I mention that? It is actually good fun) with yet another cute character, yet more predictable worlds containing oh-so-familiar levels, yet more unoriginal traps 'n' tricks and gameplay that could quite easily have been lifted directly from a few dozen other titles. Have I made my point clear enough?

NUTZIES
A good solid game with some considerable challenge to it.

CAUTIONS
The game is a squillion other bloody platform games.



Oh look. The other half of the map. It's much the same as the first half only it contains the rest of the levels. Rivetting stuff this, isn't it?

"Andy's already said this bit."



ATKO PROBABLY SAYS...

If you're the sort of nerk who doesn't want any originality in your games whatsoever, give it a shot. Alternatively you could just spend your hard earned cash on another copy of a game you've already got then squint a bit.

TOTAL! SNES REVIEW



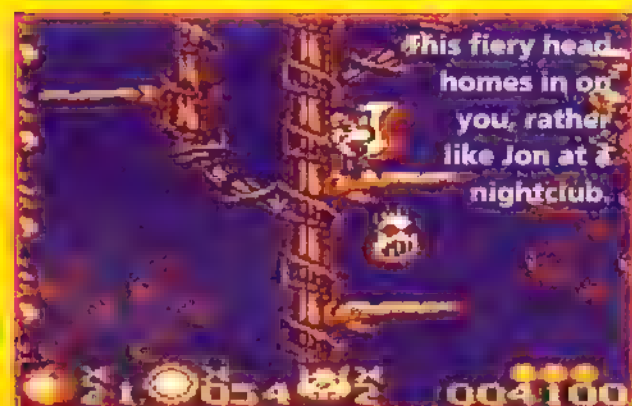
Jump, Mr Nutz. Jump like... well, like Sonic, Mario, Cool Spot, Bubsy... whoever.



God only knows what this thing is but it fires a pickaxe at you so it's probably best avoided.

Mr Nutz is jolly good fun, it looks nice, it plays nice. So I guess the bottom line is that if you're the sort of nerk who doesn't want any originality in your games whatsoever, give it a shot. Alternatively you could just spend your hard earned cash on another copy of a game you've already got then squint a bit. And just to hammer the point home Atko will be repeating this paragraph word for word in the "Atko says..." box. **ANDY**

T!



This fiery head homes in on you, rather like Jon at a nightclub.

GRAPHICS

Pretty smart actually. The animation is 'nice' and the scenery is fairly well detailed

8

SOUNDS

Irksome tunes and predictable whooping jumpy sounds. The joy of platformers eh?

6

GAMEPLAY

Fairly slick and jolly but it's a tad bland and there could have been a few restart points

7

LIFESPAN

It's tough and big enough so it should last you a fair old while. If you like this sort of thing

8

TOTAL! JUDGEMENT

"It's a fine example of the tried, trusted and somewhat tired platform genre... blah, blah, blah. If you like that sort of thing... blah, blah, blah"

**TOTAL!
SCORE**

72

A MAJOR MOVIE
RELEASE THIS CHRISTMAS

20th Century Fox
Presents

the Pagemaster



When Richard Tyler took an innocent trip to the library he found himself involved in an incredible adventure! Join Richard as he battles through 3 super challenge worlds (comprising of 13 levels!) overcoming an array of freaky fictional characters. Whether you're in Horror World, Adventure World or Fantasy World, your gaming skills will be tested to the max in order to conquer The Pagemaster!



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CONTAINS PLATFORM AND
STUNNING MODE 7 LEVELS

BC KID 2



PLAYERS:
ONE
FROM:
VIRGIN/
HUDSONSOFT
PRICE:
£12.95
RELEASE
NOW

Our Josse was a tiny baby with a huge head once. But times have changed. Haven't they?

What is it about derivative platformers on the Game Boy? Why is it that the obvious superficial attempts at 'being a bit different' scream that the game's actually just the

same as all the others? What makes you think that just because the baby's head flashes or grows for no apparent reason just because he accidentally collects a power-up that this game is going to be a laugh? I don't know, but that's what we've got here.

"Don't bother, get Aladdin or something"



SALLY SAYS...

I went out to America recently on a holiday and saw this same game advertised as *Bonk* - in fact the sequel, *Bonk's Revenge* is just coming out over there. So if you see either of these games in an importers don't bother getting them 'cos they're just BC Kid 2, which isn't very good.



Collect the faces and avoid the octopuses. Or should that be 'octopi'?

Yep, everything works alright. The collision detection's well sorted (in fact it's pretty tight in some places making it fairly testing), the graphics are clear if blocky and unadventurous, the levels are well-sized and there are a fair few secret bits (like very simple one-on-one fights and spells in jail) to keep you on the look out.

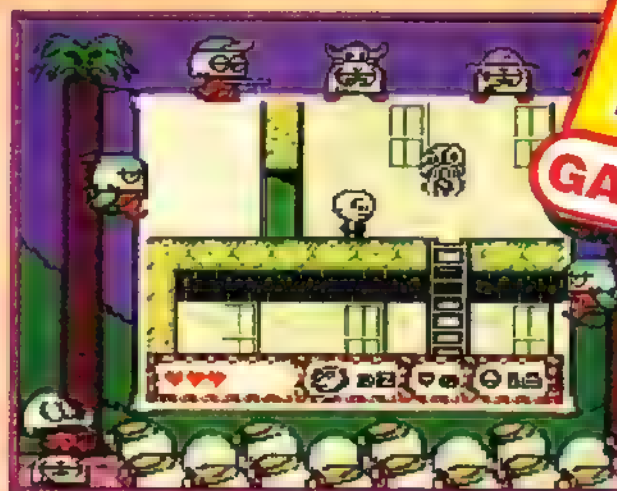
There are octopus baddies who surprise you once by splitting into two babies and nipping at your bitmapped heels, and baddies who follow you across the ceilings (you grip on to walls, ceilings and pillars with your huge gob. Novel?)

Yeah, great - it's those dandy little touches that make a game, right? Well, yeah, it's alright except it's all a bit dull and slow (except for the occasional power-up) and you've seen it all before only better.

JOSSE



Get the power-up and BC Kids head goes bonkers and he runs around quickly. Hmn.

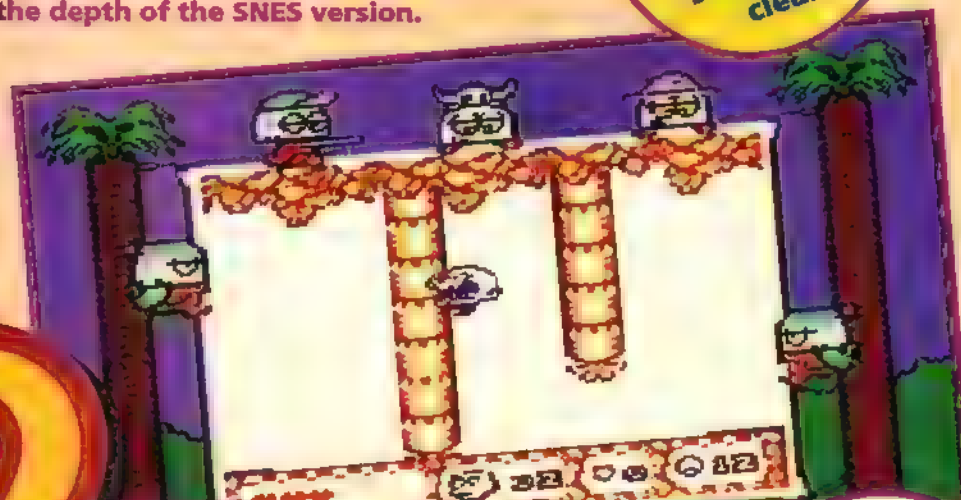


It all looks good but simply doesn't have the depth of the SNES version.

TOTAL!
GAME BOY REVIEW

KIDS

A few decent moves, the graphics are simple and clear



BC Kid has super strong jaws to hang onto pillars and ceilings.

SKIDS

Lacks the depth and we've seen it all before. Only better

Simple and clear - nothing too ambitious but at least you can see what's going on

7

The music's quite annoying and as far as I could tell there's no option to turn it off

4

The neat touches are matched by the flaws - stopping to headbutt baddies, etc

7

Amusing and playable but not testing or exciting. It'll keep you out of trouble for a bit

6

"Playable and well put together, but not different enough to so many other Game Boy platformers. Interesting, but not that interesting"

TOTAL SCORE

70

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE

28

FEBRUARY 1995

SAMURAI SPIRITS

**32 megabits of swordplay on the
Super Nintendo – reviewed!**

Plus

VIRTUAL BOY

**What's up with Nintendo's
new machine?**

DONKEY KONG COUNTRY

Find everything with our guide!

**SUPER PLAY 28
ON SALE
NOW!**



If you had any idea how much this boy's made from his 'talent' you'd cry. Lots and lots.



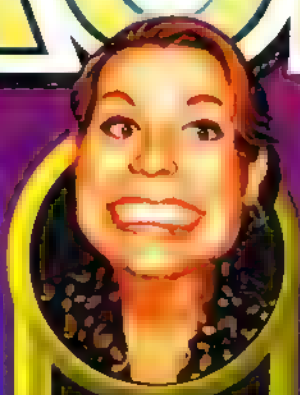
TOTAL!
GAME BOY REVIEW



Since when has a library card ever been worthy of a wow?

THE PAGEMASTER

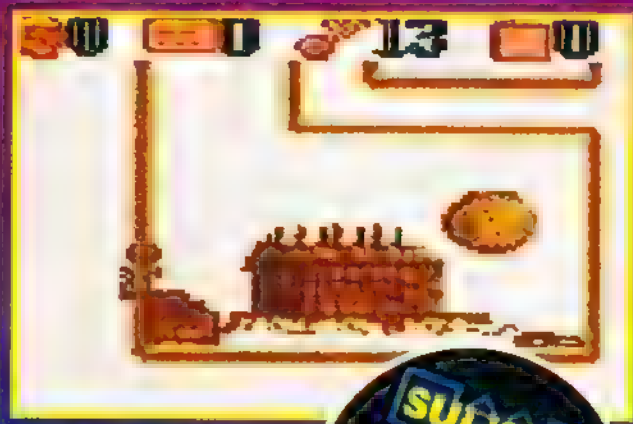
Sally loves nothing more than to play a constant stream of platformers. Well, since she had her lobotomy, anyway...



PLAYERS: ONE
FROM: VIRGIN
PRICE: £TBA
RELEASE NOW

Games: funny things aren't they? Designed to amuse and entertain, they brighten up our spare time with their glowing excellence – or they would in the ideal world. It's well known, though, that we don't live in an ideal world, but hey, here's another platform game.

The Pagemaster wouldn't fit into this ideal world if it had a gold invitation card and was related to the 'bloke on the door'. It would stand outside



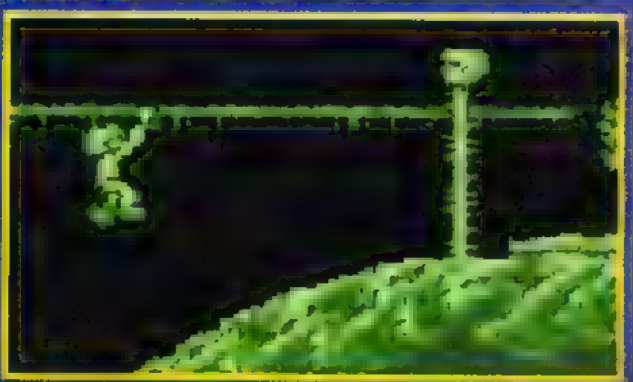
Fancy state-of-the-art graphics abound in The Pagemaster.

trying to get in saying things like "Yeah, it's alright, I'm a mate of Dave's" or "What? I'm not on the guest list? The drummer's me best mate."

The film – which should be irritating your senses around about now – stars the 'delightful', 'cute' Macaulay Culkin who must surely have got up everybody's nose by now, and considering the plot's all about a boy who enters a magical world through the aid of a book at his local library, the game's obviously a platformer, and a largely dull one at that.

There's an almost infinite list of platformers available for the Game Boy (and you all know which ones the good ones are). The Pagemaster, however, lasts about as long as the boy Culkin's charm. **SALLY!**

You may wish that Macaulay would fall to a gory big death, but that would be cruel.



SULKIN'S
Another decidedly average platformer. Not much fun.

CULKIN'S
Some nice graphics, slightly varied levels.



"There're plenty better platformers around"

ATKO SAYS...
Well just take a look at what I said for the SNES version and substitute Game Boy' for 'SNES'. Oh, and for Donkey Kong Country, erm, simply insert the name of a decent Game Boy platformer. Simple! I thank you and goodbye.



GRAPHICS
The Pagemaster's graphics definitely fall into the 'seen it all before' category

6

SOUND
It's a Game Boy, you're bound to get something that sounds like a cheap music box

5

GAMEPLAY
Frustrating and dull. Although it's fun to watch Culkin get his face smashed right in

6

VALUE FOR MONEY
It's unlikely that you'll still be playing this when you eventually get to see the film

5

"Another day, another platformer. We've seen it all before. You know which are the good ones; buy those and make a reviewer happy"

TOTAL SCORE

62



1

After the
apocalypse, only
three things will
survive. **Giant**
robot ants, next
generation video games
and **Ultimate**
Future Games.
Everything else will be
buried under the rubble
of the **console war.**
Sega, Sony and
Nintendo will all be
battling it out in
1995. Ultimate is here
to guide you through
the flak and give you
the **hottest info** on
the **hottest games.**

2

In the fab Feb issue: **PlayStation** Ridge Racer, Virtua Fighter on the **Saturn**, 300 Samurai Shodown, Dark Forces for the **PC**. Plus, **Nintendo's Virtual Boy, Saturn vs PlayStation** verdict, win a **32X!!!**

Ultimate
Future Games



3

And to top it all, a **brilliant free thing**. It's a high quality, larger than life **poster supplement** detailing all the best video game art! You'd be a snivelling insect to miss it! **On sale January 12th.**

KICK OFF 3

EUROPEAN



YOU KNOW THE GOAL

If you want a game that you play all season and not just one match

a game with staying power, a game that never tires,

then you want Kick Off 3 European Challenge!

PACKED WITH NETBUSTING FEATURES:

Over 1000 of the globe's greatest players.

100 top teams battling for Euro glory.

10 stage individual challenge - how far can you go?

24 of the World's best international sides settling scores after USA '94.

15 Euro league and cup challenges.

Only ONE winner!

It scored 96% in CVG - you know it's kickin'!



MEGA DRIVE

SUPER NINTENDO

SCORE

ANCO

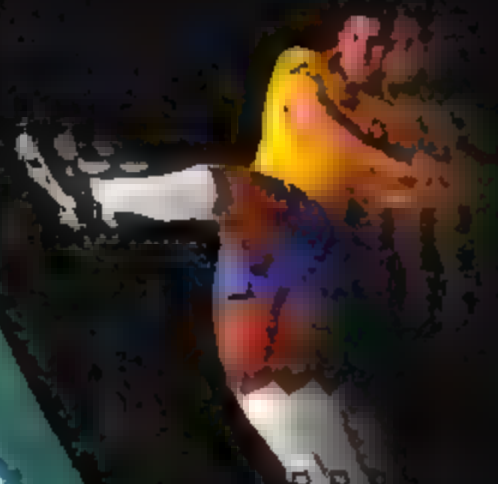
VIC TOKAI

Published by Vic Tokai Europe Ltd, Pokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL. Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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MONSTER TRUCK

WARS

A lot of people gag at the size of Andy Dyer's knobblies! (Naaa! Stop it! I meant the ones on his Monster Truck)



PLAYERS:
ONE
FROM:
SONY
PRICE:
£24.99
RELEASE:
OUT NOW

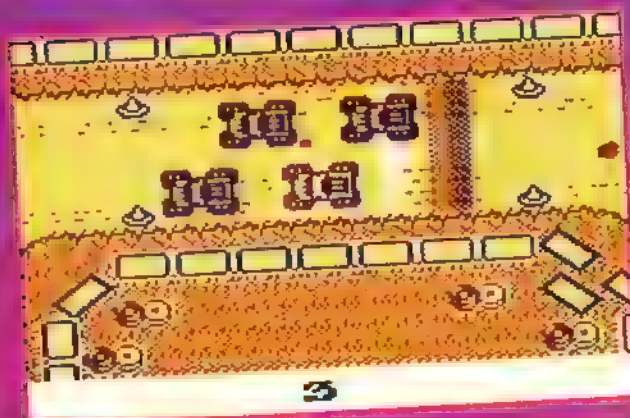
TOTAL!
GAME BOY REVIEW

Predator

PREDATOR™

Select your truck:
(Left/Right/A/Start)

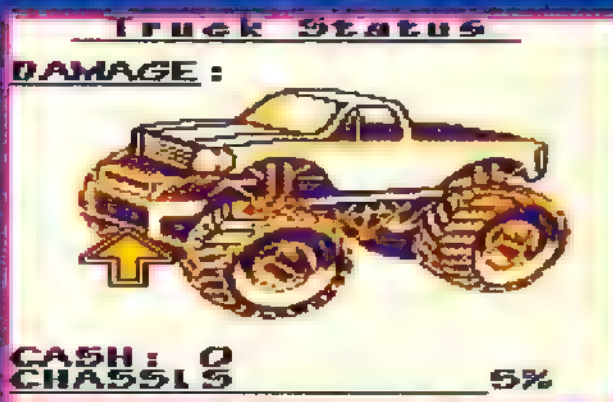
This is where you choose your vehicles.
No expense spared on the graphics eh?



This is the start of a race. Prepare yourself for some intensely dull, frustrating gaming.



Here's where you can either repair or upgrade your monster truck if you want.



At any point you can check for damage.

Sometimes something very rare indeed happens. A game comes along, quite unexpectedly. A game which the developer has decided not to promote at all. A game with no hype whatsoever. And yet, to the amazement of everyone it turns out to be a complete stormer.

However, as I said it's very rare so rather predictably *Monster Trucks* has turned up and it stinks. Anyone who's played *Micro Machines* will be familiar with the Monster Truck against-the-clock bonus sections. Well this game is just like an expanded version of that. The difference is that the smooth controls have been replaced by unresponsive awkward ones, the friendly way you could bounce off the obstacles has been replaced by a system in which it's quite possible to find yourself

@\$!&ERS
It's appallingly uncontrollable. And it's as dull as ditchwater

"How very unpleasant"

JOSSE SAYS...

NOOOO! Sorry, I refuse to comment. I'm going on holiday. I refuse point blank to give any alternatives today thank you. I have far better things to do than comment on how awful this is, especially when you could be playing something decent like *Micro Machines*... doh!



Here's America with only one town on it.

TRUCKERS
A nice idea. The graphics are okay-ish

this been a polished Monster Truck simulation the comparison wouldn't have been necessary. However, as the only positive thing you can say about this shambles is that "It's a bit like that bonus section out of *Micro Machines*", my repetitive arguments were unavoidable.

Our condolences go out to all those who bought the game in the pre-Christmas rush and would warn the rest of you that this is odorous beyond measure and should be ignored. Utterly. **ANDY**

T!

GRAPHICS

It's a top-down racer and as such doesn't look that awful. It ain't that good either.

7

SOUNDS

Poop soundtracks and an equally bland series of effects to accompany them

6

GAMEPLAY

Were it not for Game Boy Gallery this might be the worst game ever

3

LIFESPAN

Fairly challenging but only because it's so awful. This is definitely one to be missed

3

TOTAL! JUDGEMENT

"Awkward controls, and dull gameplay make it one of the smelliest racing games of all time. It would be funny if it, er, wasn't"

TOTAL! SCORE

21

Yes, it's that time again! Your chance to put pen to paper, fingertips to keyboard, or if you're from Muswell Hill, £60 fountain pen to ludicrously expensive, coloured deluxe papyrus...

SCART BEAT

Dear TOTAL!

I have a television with a SCART socket but unfortunately I cannot buy a UK SCART Super NES. Why is this? Most new televisions in the UK these days are supplied with SCART sockets so most people must have them. Why should we lose out on superior machines. In previous issues you stated that SCART versions run 17.5% faster, have no borders at the top and bottom of the screen and have higher definition. Many people are afraid to buy import machines from dodgy dealers as they may not give a refund if their merchandise is faulty. It's not fair.

Richard Bicknell, Sheerness

Dear Richard

You're absolutely right, it isn't fair. Unfortunately SCART systems were introduced in other countries long before they were in the UK so they are by no means standard yet. Games giants such as Nintendo will only release SCART compatible hardware when the majority of homes are ready for it, which shouldn't be too long now. Be patient.

Atko

CARDBOARD CITY

Dear TOTAL!

I bet I'm not the only one to find that my cardboard Super Nintendo games cases seem to damage far too easily. I've seen plastic display cases in shops such as Woolworths and Dixons that look smart and would be a lot more sturdy than the cardboard ones. Why don't Nintendo sell their games in these cases like Sega do?

James Renton, Berwickshire

Dear James

Those flimsy cardboard boxes are certainly a problem around the TOTAL! office. Our games cupboard is packed full of naked carts huddling together missing their tattered long ago discarded packaging. However, this problem will be addressed when the Ultra 64 is released. We've been told that shiny plastic packaging will be here to stay late next year.

Sally

DONKEY KONG EASY

Dear TOTAL!

Donkey Kong Country for the Super NES is certainly good in the graphics department but why did they make it so easy? We all know that Nintendo only release good playable games most of the time. We also know that they have game testers who play the games to see if they're good enough for release, in the case of *DKC* they must have had five year olds testing the game. It's easy peasy. What's going on?

Lee Chapman, Melton Mowbray

Dear Lee

Come on, it's not that easy. You are either a gaming God or you're lying your pants off. I bet you haven't completed the game 100%.

Josse

MELODY MAKERS

Dear TOTAL!

Here are the new lyrics for Prince's song *The Most Beautiful Girl In The World*, just for you guys at TOTAL!:

(Chorus)

Could you be the most beautiful mag in the world, it's plain to see, that it's the reason that God made a SNES.

Dear Andy

You've been told that most US companies are going bankrupt or have done already. Most of the local shops that sell US games have closed down. Is there a link?

Neil Wallis, Bexleyheath

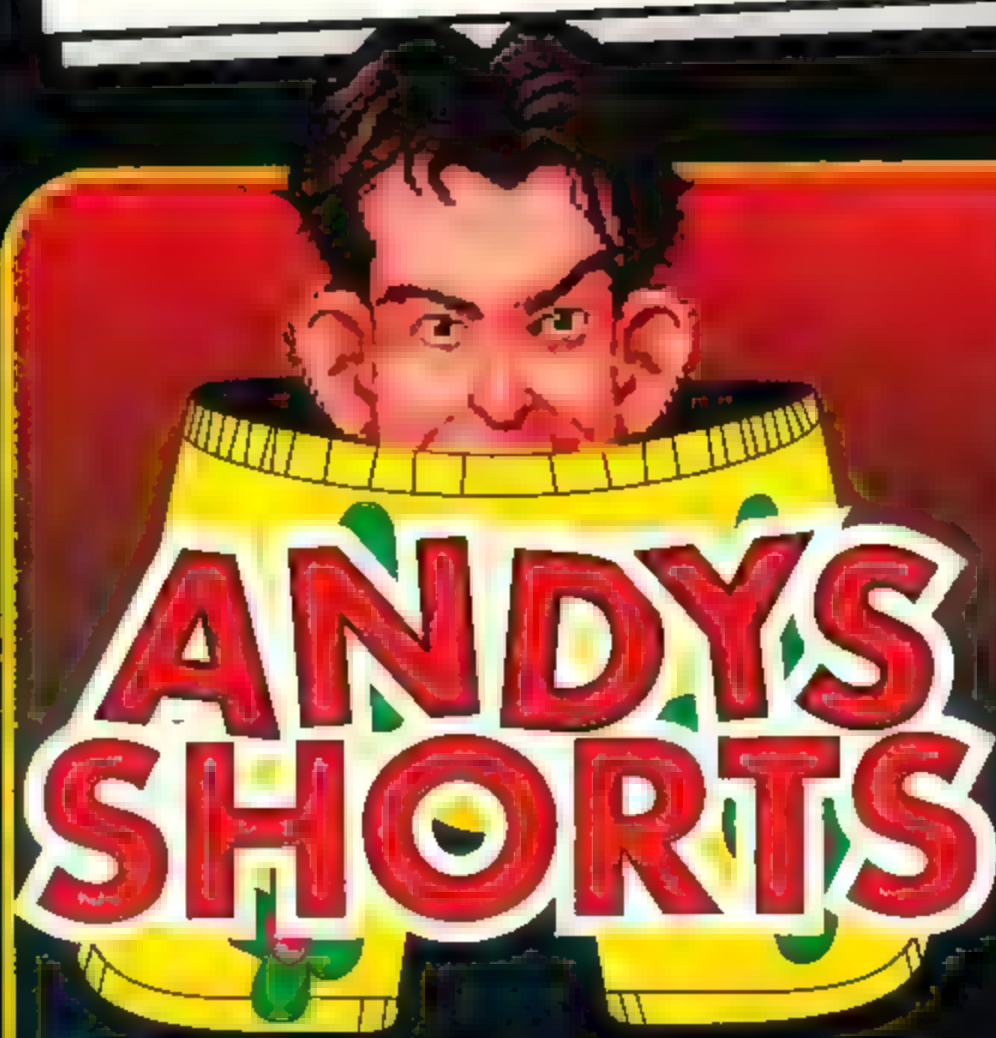
Dear Neil

Most US companies

have gone bankrupt!

You are clearly bonkers. As for your local shops closing down, that's to do with supply and demand or bad management or something. I don't know, I just run a games mag.

Andy



(Verse One)

So when the days, turn into the last day of the week, I can say, I have been on my SNES every day, and in the night, I was dreaming of playing the Game Boy, tears of sadness, 'cause the Nintendo system will die, will die.

(Chorus)

(Verse two)

How can I, get through days when I can't get my SNES, I can try, but when I do I see Mario and I cry, sob sob sob, soooob sob. Our face was as wet as the sea. I can vow, I am proud that I've never touched a Sega.

(Chorus)

(Verse three)

And if SNES's ever fell one by one from the sky, I know Sega could not be too far behind. Cause baby these Nintendos are unbelievable, cause honey these kind of Nintendo's are the kind that come from way up there.

(Out of this world)

(Chorus)

Paul Leslie & Simon Dow, Tayside

Dear Paul & Simon,

The rhyming is a bit suspect but apart from that not a bad effort. You said at the bottom of your letter that you'd like a copy of *Lethal Enforcers* for your trouble. Well you can't blag freebies as easily as that. If you doctor the lyrics to another song, include the whole TOTAL! team and send it to us at the usual address we'll print it in a couple of months and send you our copy of the cart. Fair enough?

Josse

THE IRISH ARE BONKERS

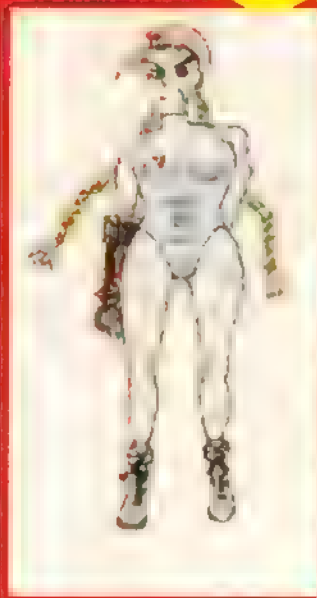
Dear TOTAL!

Greetings from the green, green grass of Ireland. Can you please tell me why there aren't any decent Irish games mags on the market? Also if the rumour that there's to be a *Power Rangers* game is true can you please come around and beat me with a stuffed German Shepherd so I won't see it. Yours whatever.

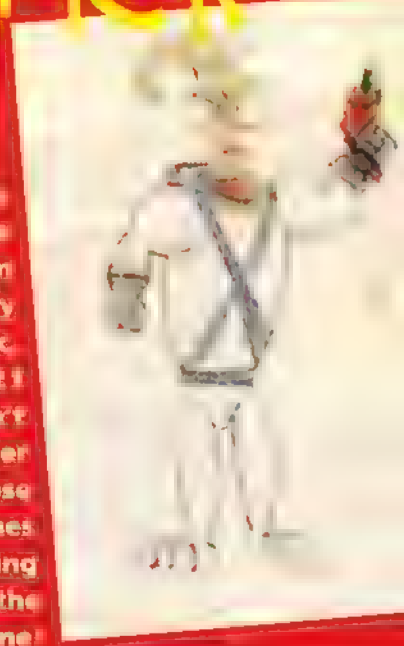
Richard McBride, County Clare

Right then, what's in Johnny's Crayon Corner postbag this month? Mmm... not a lot! I'll tell you what: every pc that gets published will receive a free thing, so be sure to put your full name and address.

Sombody called Damo sent this picture of Cammy in, and as you can see, it's as silly as his nickname, unless he's about ten years old or it's his real name.



Dennis Lee is aged nine and from Surrey. Nicely rendered pic, Dennis, but I don't remember seeing those faint lines running through the game!



WEIRD PLACES I'VE PLAYED MY GAME BOY No:32

WIN A GAME BOY CART!

Dear Richard

Not only aren't there any decent Irish games mags on the market, there aren't any at all as far as we know (somebody please tell us if we're wrong).

As for the *Power Rangers* game, there are two and they're both utterly cack (the SNES version scored what was, at the time, the lowest TOTAL! score of all time... just 5%). What you do with a German Shepherd is your own business. You blinkin' weirdo!

Josse



NAME: Kam Yip Man

AGE: 13

FROM: Harlow

Kam sent in this rare picture of Donkey Kong playing *Wario Land* while having a pooh. You could do with some new carpet in your bathroom, Kam, but instead we'll send you a copy of *Space Invaders* for your Game Boy. You would have got a better game, but that's cruelty to gorillas.

Dear Andy

Please tell Frank that my friend Grant is fat as well. You're not alone, Frank!

Lee Foot, Plymouth

Dear Andy

I've heard that *Doom* may be coming out on the SNES. Is this true, and if so, when?

Paul Hewitt, Derby

Dear Lee

I'm certain that Frank is fatter. That's why we had to kill him! Andy

Dear Paul

There were plans for a SNES release of *Doom* but Williams are now developing

the definitive version for the Ultra 64, packed with plenty of updates. Instead, Andy

Dear Andy

Will Atko be investigating the CES in Las Vegas next year? Martin Turner, Topsham

Dear Martin

Atko will indeed have his investigator's hat on in Vegas and we'll be publishing the case in March. Let's hope Johnny goes with him. Andy

Dear Andy

About three years ago I

ought two copies of TOTAL! issue one. I was planning to sell them in the future. I could make some dosh, but have decided to burn two copies and keep the other one for myself. So a big raspberry to anyone out there desperate for one. Ace Davies, Wales

Dear Ace

We've got a stack of TOTAL! issue one in the basement and will give a couple away to the first two readers who send in a fitting punishment for this terrible crime. Remember, 'Ace', we know where you live. Andy

The following three pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the TOTAL! hall of fame? Okay then, simply send your best tips, cheats, and codes to: TOTAL! Tactix, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW. If you want to get the best out of your games, READ ON!



SUPER SPACE INVADERS



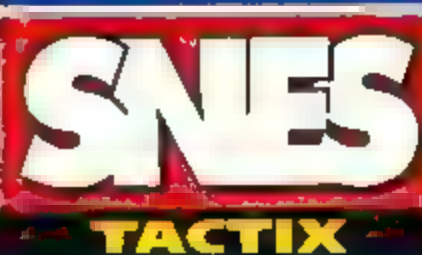
Dean Young from Bury sent in this top tip which allows you to amass a whopping score on *Super Space Invaders*. After firing 22 shots on any level stop firing and wait for the space ship to come on screen. Shoot it with your next shot to get the maximum 300 points. Now count a further 14 shots and wait again for another 300 point space ship. Repeat this process on every new screen for a stonking great score. Cheers Dean



SUPER MARIO LAND II



Not only has Ricardo Visininho got a stupid name, he's got a stupid cheat for *Super Mario Land II*. To start a short limited silent demo press DOWN and SELECT together, RIGHT and SELECT together and UP and DOWN together. What a rubbish cheat



DESERT STRIKE

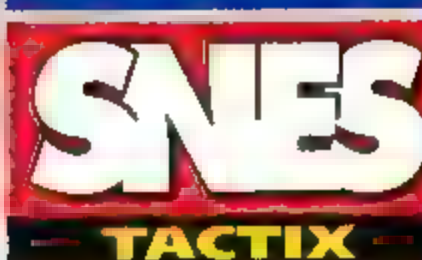
This brilliant top down tactical blaster is a swine to complete so it's about time we got a decent cheat in. Use the following code to get ten helicopters instead of three:

'BS9J527. Thanks to Christian-Arild Strømme from Norway for that



AXELAY

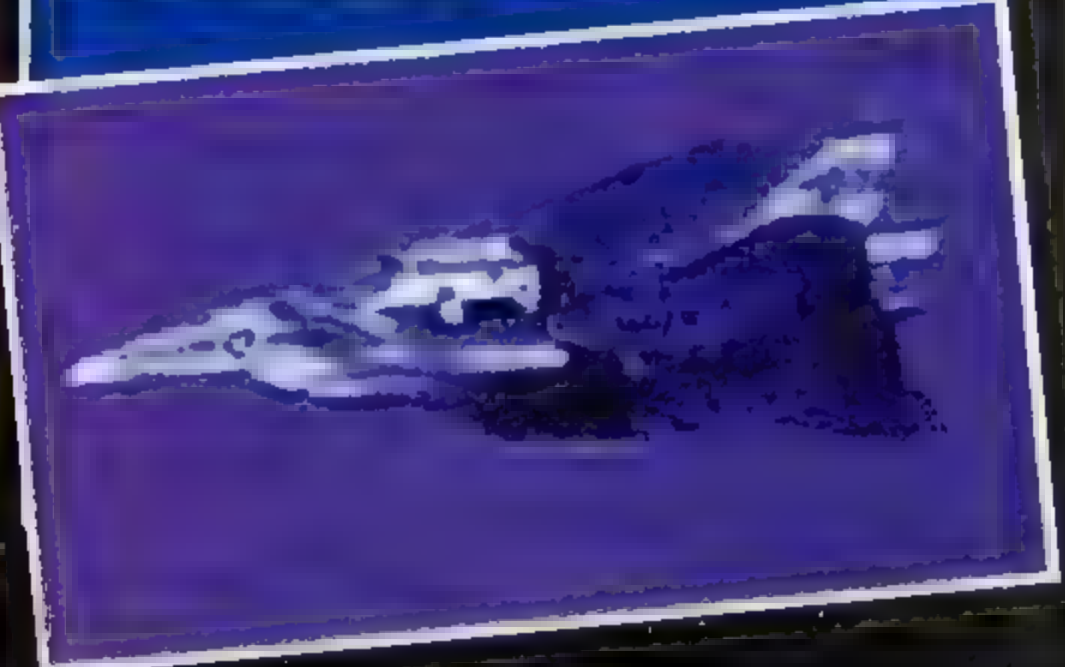
Peter Hetherington from Camberwell sent us in the following top cheat for *Axelay* on the SNES. To become invincible, start the game as normal and press PAUSE. Now de-select PAUSE, wait a second and press: SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X, and de-select PAUSE



TURN AND BURN

That top bloke James Bleakney from Killeel has sent us all the level codes for this great shoot-'em-up. Good one James, keep 'em coming

Level 02 NOBJKLFF	Level 09 GKQZBLCT
Level 03 GSZWBFT	Level 10 DCMHRPFJ
Level 04 RRHCZJVM	Level 11 WZGNJYZX
Level 05 BPYXDLNF	Level 12 JDZFMLFV
Level 06 LFMGWTKO	Level 13 SOBCTRRG
Level 07 PQTBCZNI	Level 14 SPWVJKDH
Level 08 DKUWGSQK	Level 15 LPKGBPFZ



SNES
TACTIX

STUNT RACE FX

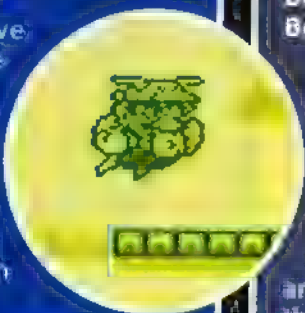
Is this the best racing game of the year or what? We certainly think so. At any point in the game press L, R and Select. This will access a new diagonal viewpoint which makes the game so bloody hard that we reckon it's thoroughly impossible (good eh?). Thanks a lot to top tipster Marc Stolworthy from good old Exeter.



GB
TACTIX

WARIO LAND

When you have completed Rice Beach go back to the double exit. Swim over the first door and enter the secret level which contains oodles of lives and coins. According to TOTAL's friend Christopher Tonnely from Seaham it does anyway.



SNES
TACTIX

STUNT RACE FX

Yet another Stunt Race FX tip, this time from Stuart Newman, our regular tipster from London. On Battletrax you can race as or against the computer. On the starting grid don't press anything on your pad for a couple of seconds and the car will start automatically. If you want to race against it, play using the other pad. If you want to be sneaky and thrash a friend just pretend to be pressing the pad.



Send all your questions, problems, codes and bags of money to: **Q & A, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW**

Q Is there any way of making *Super Castlevania IV* on the SNES any harder? I've finished it and now I'm bored stupid.
Thomas Brown, Wales

A There is indeed a way and it goes a little like this. Using the key provided enter the following password:

X = Blank Box H = Heart
A = Axe B = Bottle
HAXB AXXH XAXX XHXX

Q I know you think that *Power Rangers* is a bit pap but could you please print the level codes for us unfortunates who bought it?

Garry Tibbs, Braintree

A Well of course we can, we feel very sorry for you. Here they are:

Level 01	3847	Level 02	5113
Level 03	3904	Level 04	1970
Level 05	8624	Level 06	2596
Bonus 01	0411	Bonus 02	1007
Bonus 03	1212		

Q I'm having loads of trouble with *The Blues Brothers* for the SNES. Have you got any cheats to make it easier?

Marko, near London

A Collect the 11 lives at the Denver concert and then kill yourself. Repeat this until you have the maximum 99 lives. That should make things a bit easier.

Cheat Cart Codes

We do our best to collect all the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here, try calling the Nintendo hotlines. They are open until 5:30pm. Advice about Super NES on (0782) 745990, Game Boy on (0782) 745991 and NES on (0782) 745992.

CHAOS ENGINE - SNES

7E00901A Infinite lives for player one
7E00921A Infinite lives for player two
7E40FF06 Special powers for player one
7E417406 Special powers for player two
7E40F041 Infinite vitality for player one
7E416555 Infinite vitality for player two

SUPER STREET FIGHTER II - SNES

7E053190 Unlimited energy for player one
7E05EA00 Special moves in mid-air for player one
7E05D002 Player one only needs to win one round
7E05D300 Autofire for player one
7E059C01 Extra Turbo speed for player one
7E059B01 Player one is invisible
7E053430 Super high jump for player one
7E00BF10 No background
7E06A701 Easy fireballs for player one

FLINTSTONES - SNES

7E1CF203 Infinite lives
7E1B9402 Move until you switch Action
7E1CE802 Replay off
7E1CCE1B Infinite energy
7E1CCE1B Freezes the timer

GODZILLA - GB

00F09FE6 Infinite lives
00516D19 Infinite energy
016E9FE2 Start with two lives
096E9FE2 Start with ten lives
0883BFA2A Godzilla loses half of his energy with the first hit

NEMESIS - GB

01020BCE Permanent double ghost
010280C0 Infinite lives
010300CE Permanent top speed
01030CCE Permanent shields

DEFENDER OF THE CROWN - NES

0005D7FF Always have 255 gold pieces
000593FF Always have 255 soldiers
00059FFF Always have 255 catapults
000599FF Always have 255 Knights
00051130 Unlimited energy when fighting
00064706 Unlimited boulders
00064502 Unlimited Greek fire

BEST OF THE BEST - SNES

This is the section that takes so long. Weeks of painstaking work culminate in one of us sitting down and typing in a load of codes.

BEST OF THE BEST - SNES

828DD409 Infinite special moves
DFC36D69 Start with one special move
D6C36D69 Start with eight special moves
BAC36F69 No special moves for player two
D4C30DAD Player one can play with any boxer
DCC30FDD Less strength
DCC30FDD Less resistance
DCC30F6D Less reflexes
743C0FDD More strength

Q&A

74C30F0D More resistance
74C30F6D More reflexes
D68FAD65 Almost infinite energy

GODS - SNES

1DE731E8 Shield lasts until end of level at least
C269C1EB Infinite lives
A28435EC Items you can afford in shop are free
DF3C4073 Start with two lives
D93C4073 Start with six lives
DB3C4073 Start with ten lives

ASTERIX - SNES

002-85D-E66 Start with one life
042-85D-E66 Start with five lives
092-85D-E66 Start with ten lives
F06-DCD-6E9 Infinite lives
002-CAD-E66 Start first life with no energy wings
042-CAD-E66 Start first life with four energy wings
F06-D7D-6E9 No loss of stars when you die
009-6FD-2A2 Infinite time

MEGA MAN 3

00B-CCF-E6D Infinite lives
02C-CFF-E66 Start with two lives
05C-CFF-E66 Start with five lives
09C-CFF-E66 Start with nine lives
218-5C9-E61 Invincibility

JURASSIC PARK - SNES

GZUXXKVS Infinite ammo
GZEULOVK Infinite lives
AVEGPOSA Immune to most attacks
PAVPAGZE Small dinosaurs give more bullets
PAVPAGZA Small dinosaurs give less bullets
EEXASANE + Small dinosaurs give three balls
EEUXANE + Small dinosaurs give multi-shots
OEXASANE + Small dinosaurs give multi-shots
XEXASANE + Small dinosaurs give armour
XEUXANE piercing shot

KICK OFF - SNES

ZTUSIPPL Slow down game timer
APUSIPPU Speed up game timer

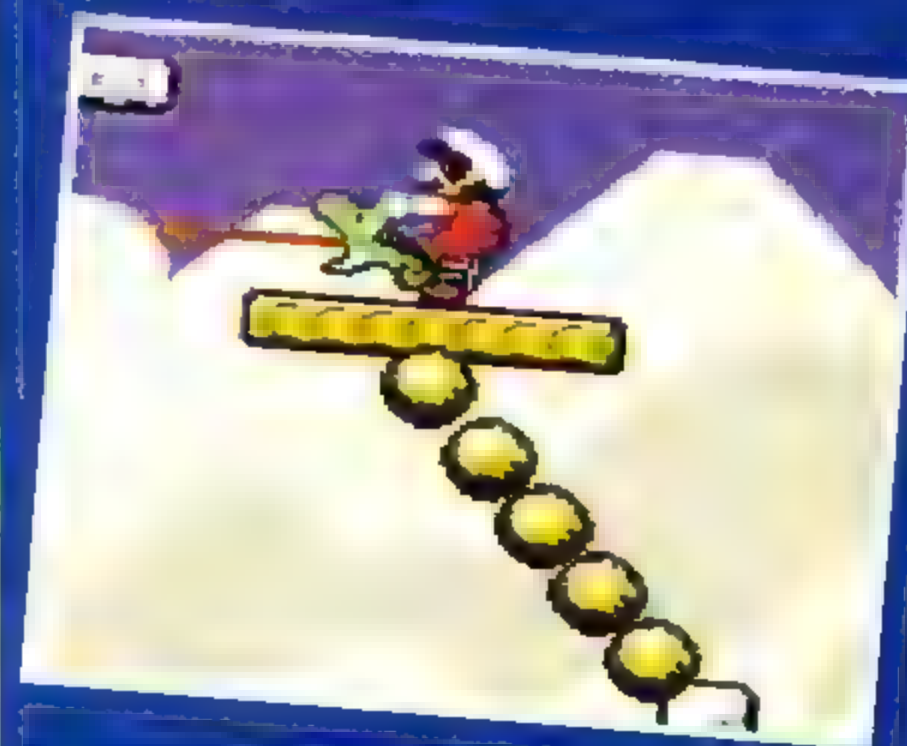
CYBERNATOR - SNES

C2344FDD Infinite energy
CD3F1406 Energy chip is worth more
62BF17AF Start with lasers
62BF17DF Start with homing missiles
62B4176F Start with napalm bombs
F7BD176F View the successful ending without having to win the game
We like that one lots!

SNES TACTIX

SUPER MARIO WORLD

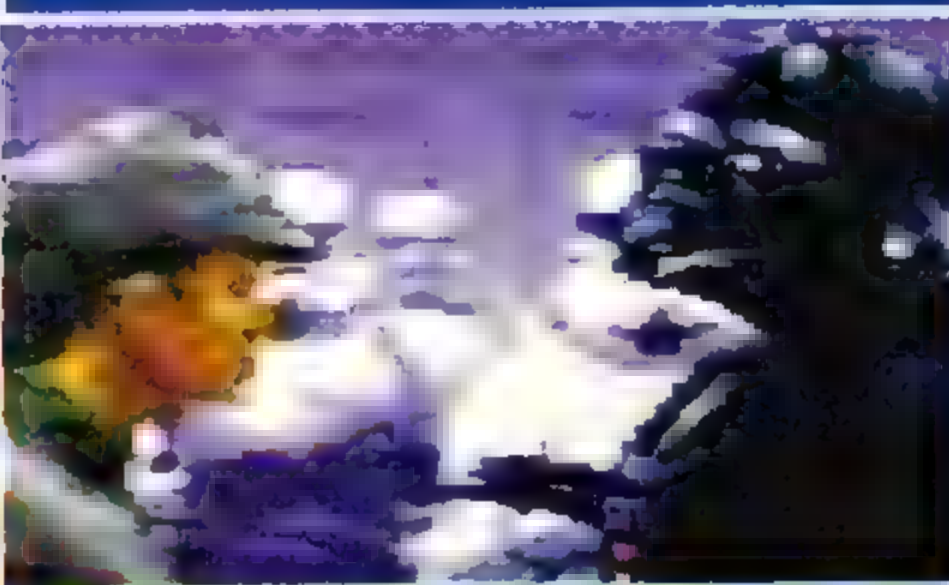
Peter Hewitt from Derby has found a method of obtaining 99 lives on Super Mario World for the SNES. Go to the Forest Of Illusion, pass through the halfway point and cut the tape. Go right, kill the turtle and when the multi-power block is a mushroom, jump on it. Now wait until it turns into the flashing star and collect it. This will make you invincible. Go right and kill every enemy which will give you 20 lives by the time the invincibility has run out. Now press START and SELECT and repeat the process until you have a maximum total of 99 lives. Not at all bad!



SNES TACTIX

SUPER STAR WARS

This is the best of the SNES trilogy and probably the hardest as well. Not any more! On the fifth level when you get to the second pit (the one with the falling blocks), walk off the edge and keep your finger on the left button. You should fall into a cave. Shoot around and several lives will appear. Keep doing this until you have all the lives you want. Thanks goes out to Lee Hawkins who faxed that one to us.



TOTAL! SOLUTIONS

The TOTAL! team have spoilt all your favourite games by tipping them!

Alfred Chicken	GB	19-23
Allen 3	GB	18
Bart Vs the Space Mutants	NES	12
Batman	NES	6
Battle Of Olympus	NES	9
Battle Of Olympus	GB	22
Castlevania II	NES	10
Cybernator	SNES	22
Defender of the Crown	NES	4
Digger T Rock	NES	6-7
Dizzy	NES	19&22
Dragon's Lair	NES	10
Dr Franken	GB	15
Duck Tails	GB	7
Faxanadu	NES	17
Flashback	SNES	27-28
Fortified Zone	GB	5
Gargoyle's Quest	GB	13-14
Little Nemo	NES	11-12
Maniac Mansion	NES	4&7
Mega Man III	NES	22
Mortal Kombat	SNES	21
Mystic Quest	GB	30-31
Prince of Persia	GB	10-12
Probotector	GB	16
Probotector	NES	16
Probotector II	NES	20
Rad Gravity	NES	18
Rainbow Island	NES	13-15
Rescue of Princess Blibbet	GB	4
Robocop	NES	3
R-Type	GB	3
Shadowgate	NES	4
Skyblazer	SNES	29
Smash Tennis	SNES	34
Solstice	NES	3
Star Wars	NES	6-9
Star Wing	SNES	19
Street Fighter II Turbo	SNES	21
Stunt Race FX	SNES	35
Super Mario Bros	NES	23
Super Mario Bros	SNES	23
Super Mario Bros 2	NES	4-5,24
Super Mario Bros 3	NES	2-3
Super Mario Bros 3	SNES	25
Super Mario: The Lost Levels	SNES	26
Super Mario Land	GB	1-2
Super Mario Land 2	GB	17
Super Mario World	SNES	7-12
Super Metroid	SNES	31-3
Super Smash TV	SNES	13
Super Probotector	SNES	16
Super Star Wars	SNES	20
Super Street Fighter II	SNES	34
Teenage Mutant Hero Turtles	NES	1-2
Terminator 2	GB	6
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Zelda IV	GB	24-29

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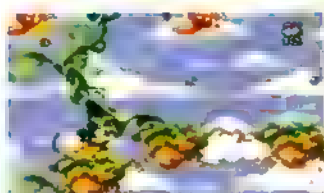
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MICKEY MANIA

Tips

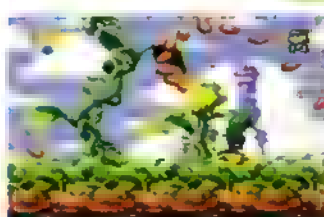
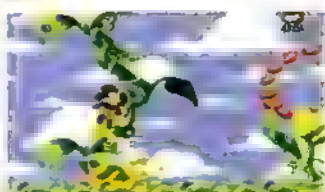
LEVEL FIVE

Jack And The Beanstalk



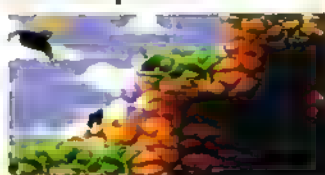
1. Start off by heading right. You might as well kill those butterflies while you're at it.

2. The beetles can't be killed. Don't bother trying, eh?



3. The seeds are easiest to avoid if you stand near the stalk of the plant. don't forget to pick up the extra hits between the last plants.

4. Push the apple to the right and use it as a step ladder to the rest of the level.



5. Push it to the right to water it and once it's grown shove it as far left as it'll go before

jumping from it to the mushrooms on the left and up onto the tree.

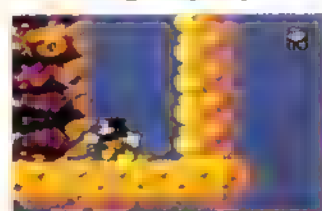
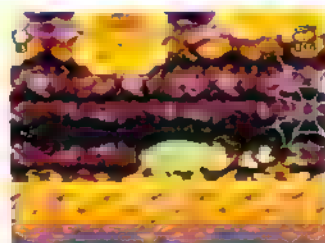
6. Duck down when you get on the floating leaf but be ready to jump to the next one quickly.



It's unusual for TOTAL! to run a player's guide to a platformer, but when we reviewed *Mickey Mania* two months ago we had such a good time that we wanted to make sure you did as well. Here goes then, with the final part of our *Mickey Mania* walkthrough...

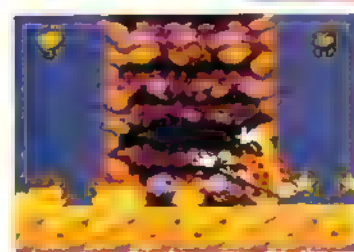


7. When you come across these little pods, don't panic. When they drop either jump onto them, if you're on a level surface, or check briefly and continue under the bouncing bug if you're heading up a slope.



8. To the far right you'll find this switch which opens the hatch you passed over earlier.

9. Go left until the lights come on and then run right immediately.



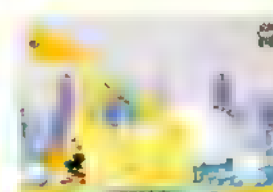
10. All you have to do for this bit is jump on the ladybird and hang on.

11. To get up these steps you need to jump onto the large brown seeds until a plant grows.



12. To get up the big rope you have to jump from strand to strand.

13. The big pots conceal extra hits, both underneath and in the top.



14. Don't let the beetle's antics phase you. Just wait for your moment and move on.

15. Walk up to Mickey and he'll fly off, which means you've finished the level.



LEVEL SIX

The Prince And The Pauper



1. When you get to these stairs they disappear. Don't panic. Kill the stoat and grab the goodies before heading back the way you came.



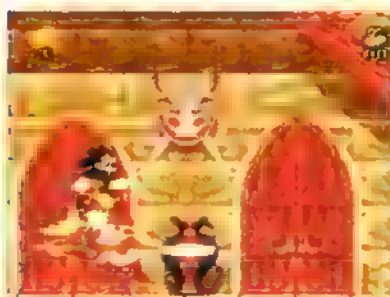
2. Push the chest to the left and jump up onto the platform above the entrance and on to the chandelier. Get it swinging by moving from left to right with the swing and continue to the right.

3. Flick the switch at the top of the stairs.



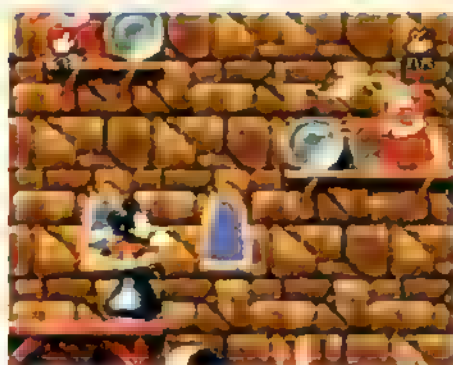
4. You'll need to bounce on this book to get up onto the bookcase.

5. Jump on the left hand book and as it reaches the bottom jump quickly onto the pile, the other book and the bookcase.



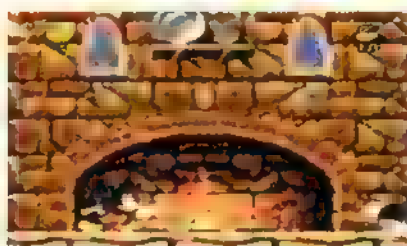
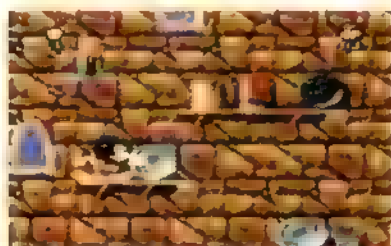
6. The guards can only be killed by missiles, but you can bounce on them unharmed.

7. Once you've found Pauper mickey go bak left under the stairs.



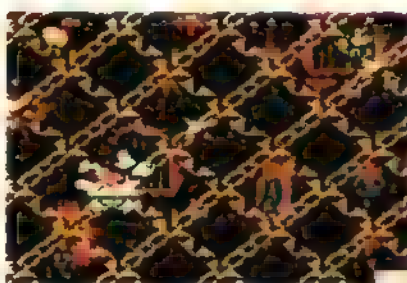
8. Once you're here, simply push the jug to et up onto the tables.

9. Now make your way up and flick the switch.



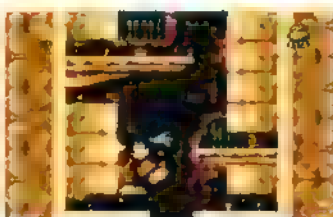
10. Remember, fire's a bad thing so be sure to avoid it.

11. As soon as yo get into this room jup on the pump to blow the ring up and hop on.



12. Jump on the platform but watch for when it heads to a spike. Don't panic and it's easy.

13. Don't hang about on these platforms or you'll come to a sticky end.



15. When the spikes withdraw to the ceiling and floor run like hell until you're out the other side.



16. Here you need to push the rock onto the switch to keep the magic platform handy.



17. The tower's tricky but can be done. When you see a barrel coming get to a flarge platform and wait for it.

18. This is a straight race against time. Don't forget that the barrels are platforms too.

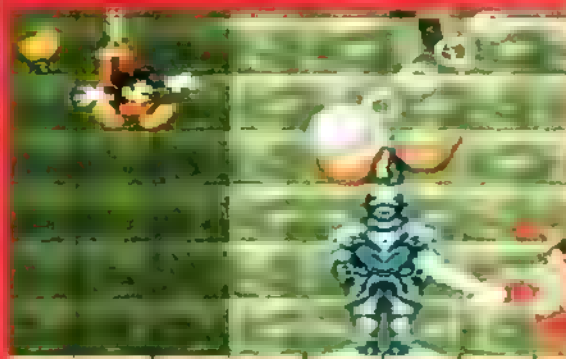


Big Pete

Big Pete is one of them three stage bosses but you can never directly harm him, so stay out of the way.



1. When he jumps Pete causes steel balls and a spiked platform to fall to the ground. Avoid the balls and push the platform to the right where Pete will land next time he jumps.



2. Next a large ball and chain and two switches descend from the ceiling. To get to the switch you need to jump in Pete's sword as soon as it hits the wall. Keep swapping sides and stick to the corners. When it's easier to dodge the increased number of falling balls and you should see him off.



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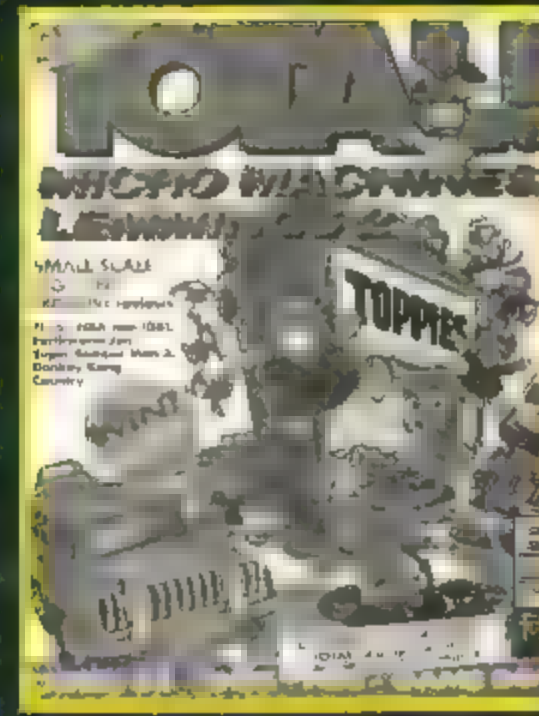
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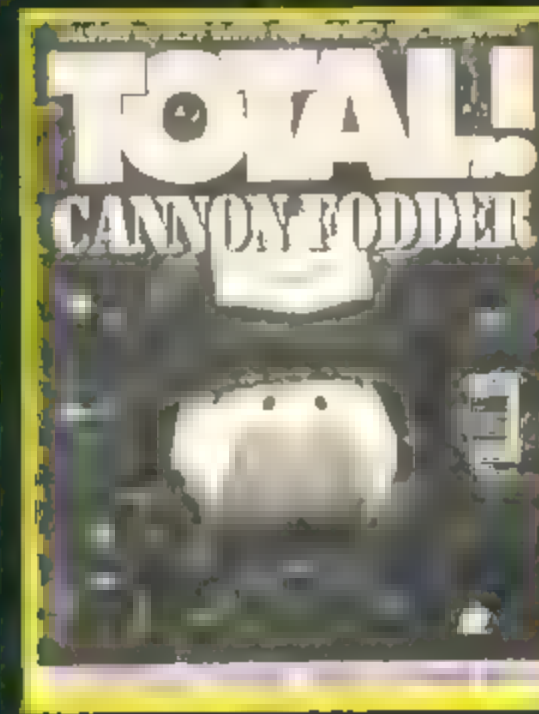
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AWESOME SOFTWARE



SOFTWARE UPDATE AS OF EARLY DECEMBER '94

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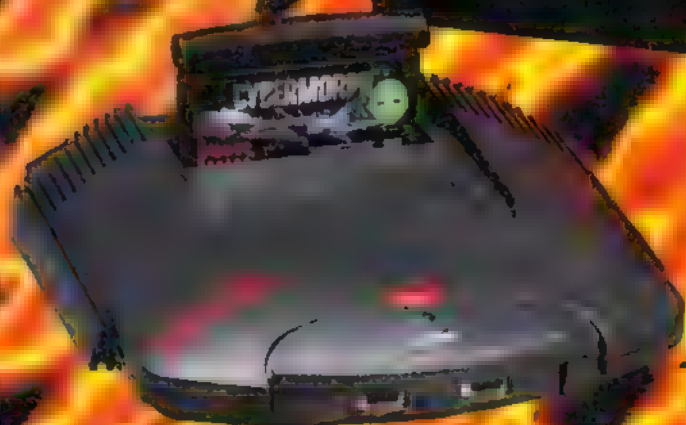
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● I'll swap Mario Brothers 1 or 2 for Pac Man. Please someone swap.
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● Super NES World Class Rugby – sell or swap for Mario Paint or good game.
Tel: 01384 250909
or: 01384 291053

● Swap my Mortal Kombat 2 (excellent condition) for Stunt Race FX, or sell for £50 ono. Phone after 8pm and ask for Michael. Must be able to pick up in Barnett.
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Write to: Andrew Murray, 100 Lochlibo Road, Barrhead, Glasgow G78 1TU

● Hi! Chris here. I'm 13 and want pen pals, m/f about 10-15. I like 2 Unlimited, Red Dwarf and Megazone Laser Games. See ya!

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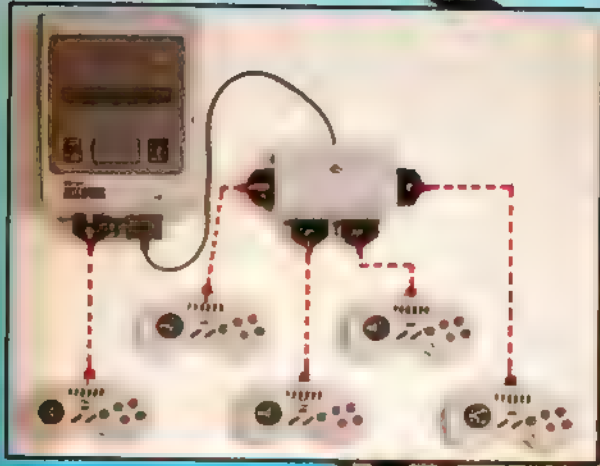
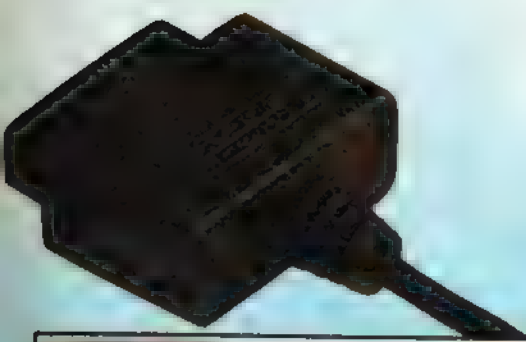
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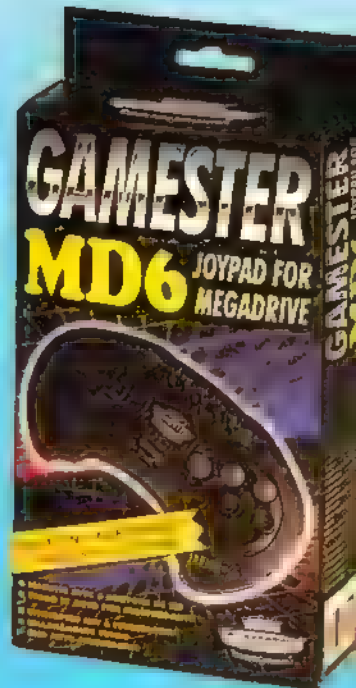
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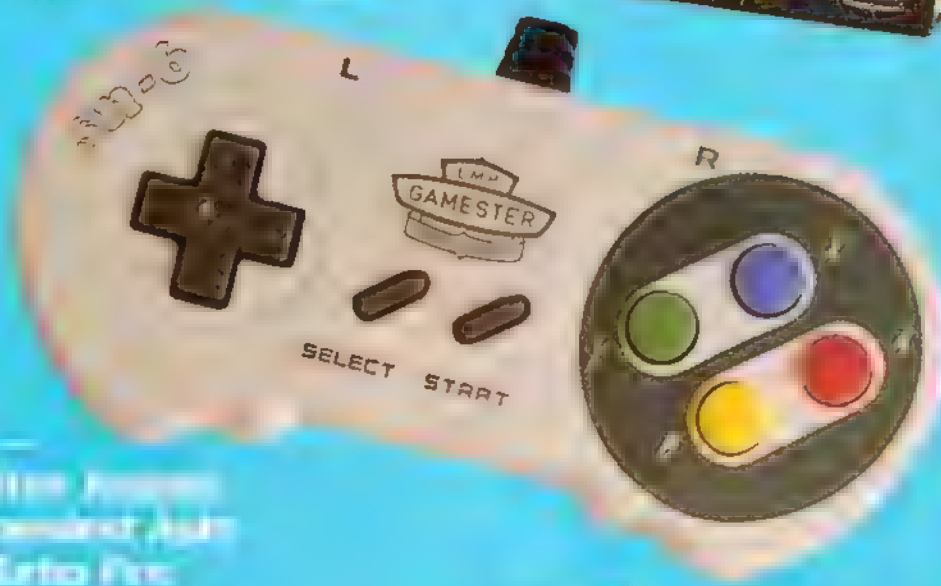
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TOTAL RECALL

Since we've done a bit of coverage on *Ultra Doom* and the Virtual Boy this month, we thought it would be a good idea to see what's hot and what's, er, crap 3D-wise on our three favourite games machines. Here goes...



NAME:
ATKO
GENRE:
3D STUFF
FORMATS:
ALL
STATUS:
GOT A
HEADACHE

3D GAMES

1. STAR WING

The first FX game and a taster of the brilliance to come. The graphics are splendid and there's also a great shoot-'em-up in there too. If anything, the gameplay is actually better implemented than in *Stunt Race FX*. This is a stunning game!



Issue 16

96%

2. STUNT RACE FX

The brilliant follow-up to *Starwing*. This time the Super FX chip is used to even greater effect. It's a tad slow, and not the most thrilling racer ever, but it's packed with tricky and neat little features and as far as 3D visuals go, it's a corker.



Issue 32

88%

3. PILOTWINGS

A complete and utter classic. It seems the early games were the only ones to use Mode 7 properly and this does it to spectacular effect. Oh, and the original concept of being a trainee flyer across many different aircraft was a neat idea too. *Pilotwings* is just brilliant stuff!



Issue 11

91%

Street Racer

Hurrah! Ditch those FX chips. Let's see the SNES Mode 7 put to full use like this more often. A more than worthy successor to *Super Mario Kart*. It's splendid, and four can play at once.

Issue 36 91%

Wing Commander

Jerky. 3D sprites zoom all over the place as you pilot your spacecraft around the galaxy. It's very playable, but somehow the 3D isn't quite what you'd expect.

Issue 14 89%

Vortex

Another FX game and, if anything, the worst of the lot. However, having said that, it's still a very good blast and evidence that given the power to produce decent 3D, the potential is there to open up a whole new area of gaming to SNES owners.

Issue 35 85%

Wolfenstein 3D

A little primitive, but the fast moving, go anywhere 3D works remarkably well to produce a very atmospheric shooter-cum-adventure game.

Issue 26 87%

Mech Warrior

Pretty bloody smart actually. The downfall is in the gameplay, but the 3D pumps the adrenaline around your body like nobody's business.

Issue 30 85%

T2 Arcade Game

No clever 3D trickery here, just an in-your-face blasting experience using standard sprite scaling. But it works very well. It's a frantic experience.

Issue 25 81%

Super Mario Kart

Excellent stuff. Superb in its day, and led the way to the brilliant *Street Racer* which can only be a good thing.

Issue 11 82%

Spectre

Fairly simple 3D here, thankfully though, the simplicity has led to a fast, smooth game that is able to fully exploit the gameplay potential.

Issue 30 81%

Lawnmower Man

Many sections of this game feature polygon generated 3D visuals, all nicely created without the help of a Super FX chip. The difference between this and an FX game is obvious, but the coders have done jolly well to make the SNES perform this well.

Issue 24 79%

Eye Of The Beholder

The 3D here is fairly basic with the maze exploration format not quite being convincing enough. But in the absence of many 3D adventures, it's an engaging enough title.

Issue 32 73%

Super Battletank 2

A bit dull. The landscape is a bit bleak but the enemy vehicles are well-detailed and this helps to enhance the somewhat plodding gameplay.

Issue 33 70%

Dungeon Master

A classic on the old Amiga but somehow it's lost its charm in the transition to console. The visuals are detailed, but very static.

Issue 29 63%

Turn 'n' Burn

Raaasssp! A large bucket of slops. Crap 3D, crap gameplay, crap everything. Well, alright, it's not completely disastrous, but almost.

Issue 33 60%

Taz Mania

What a load of old drivel. The seed of a good idea is here, ditching the platform formula for a 3D race type thing, but it just falls flat on its face through sheer repetition and, well, being crap.

Issue 20 55%

Super Air Diver

Average, just average. The Mode 7 3D is only done adequately well and the gameplay is also a full time resident of Bland Street, Mediocrityville.

Issue 22 49%

Blazing Skies

Should have been good with its range of aircraft and slick Mode 7 graphics but the gameplay doesn't cut the mustard. Shame that.

Issue 12 42%

Super Strike Eagle

Why is it so hard to come up with a worthwhile flight sim on the SNES. *Pilotwings* was brilliant, but most flight games, like this one, are pathetic. Dismal 3D, no excitement.

Issue 19 38%

NES

Elite

A complete classic. All the 3D is done with wireframe polygons (they're not filled in) but this makes it fast, smooth, and coupled with the intense combat and intriguing trading aspects, it's a thoroughly special game.

Issue 11 96%

Ultimate Air Combat

That's more like it. Not a fully fledged flight sim (but that'd be tedious on a console anyway). This blends good 3D with some thrilling action, and all on a humble NES. Not bad!

Issue 15 82%

Swords And Serpents

Forget the rating, this is very old and as such, looks a bit poor now. Still, despite dreadful visuals, there's a pretty good RPG underneath.

Issue 2 82%

Silent Service

It's good, but more because of the originality of piloting a submarine and the good gameplay. It's certainly not the primitive 3D visuals that make it worthwhile.

Issue 18 75%

Shadowgate

Same rules as *Swords And Serpents* apply, but this isn't as good so think hard before trying it as a bargain buy.

Issue 2 74%

MIG 29

Ooh hard luck. This almost made the grade but again, couldn't quite come up with the goods in either looks or action. Try again.

Issue 21 70%

Top Gun

A bit of a nonsense really. While the film looked flash but lacked depth, this sadly looks cack and has never even heard of the word depth.

Issue 14 69%

F-15 Strike Eagle

Look, if you can't create a decent flight sim then forget it. This is as dismally poor as the majority of console flight sims. It just doesn't perform.

Issue 9 56%

Game Boy

Faceball 2000

A very unusual game featuring multi-player true 3D maze antics. It's odd, but it's also very exciting and the movement surprisingly smooth for a Game Boy. Splendid multi-player fun.

Issue 5 93%

Race Drivin'

It was crap in the arcades, it was crap on the SNES and by golly it's crap. Oh, it's actually quite good. The gameplay is still ropey, but they've done a storming job with the filled polygons.

Issue 19 88%

Lawnmower Man

Like the SNES version, the 3D has been done surprisingly well. More so here, considering the Game Boy's limitations.

Issue 25 85%

Turn And Burn

Ace and fab and all that. Looks good, plays good. You won't get super 3D on a Game Boy, but this is so good it doesn't matter.

Issue 15 80%

Mysterium

3D maze-type RPG fun for all the family. Well, the one who's got the Game Boy anyway.

Issue 11 79%

Star Trek - The Next Generation

Captain Picard should be given a right good slap on his spammy head.

Issue 29 25%

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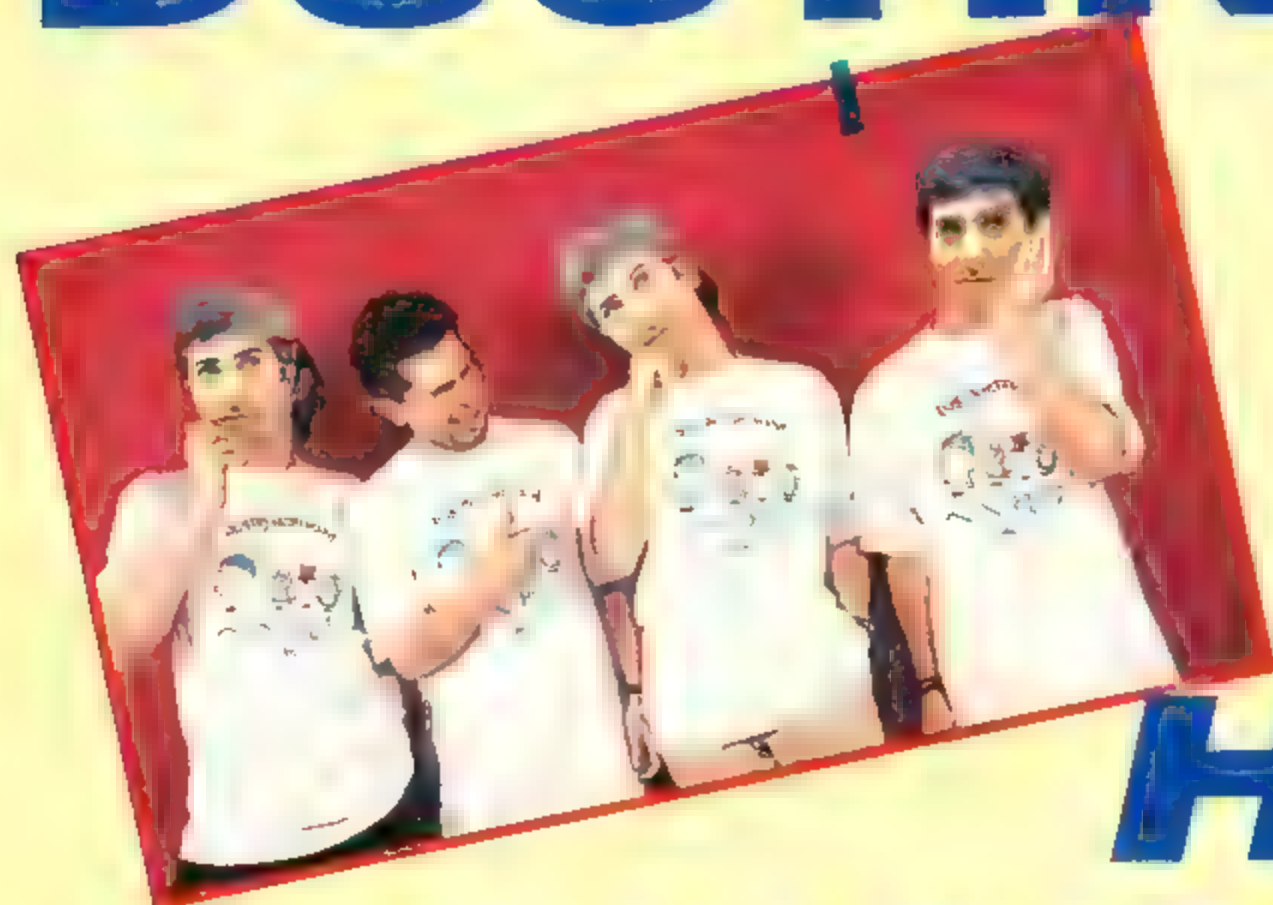
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WIN!

DUSTIN HOFFMAN GOODIES.



NO, HANG ON A
MINUTE... **WIN!**

HEBEREKE'S POPOON GOODIES!

You see, we're getting confused with all that Dustin Hoffman nonsense again. That's just the kind of game *Hebereke's Popoon* is - all those bonkers features, effects and samples have addled our brains. They seem to have had an odd effect on those delightful people at Marubeni as well - because they've decided to give away an amazing 100 - yes, 100 *Popoon* T-shirts. NOT BAD!



All you have to do to win one of these rather smart T-shirts, as modelled by the TOTAL! boys and Dave Golder, is to answer these two questions.

1 Name the hit 1967 film that Dustin Hoffman starred in alongside Anne Bancroft, with music written by Simon and Garfunkel?

2 And another film Dustin Hoffman's been in?

Send your answers on a postcard to:
"Well, The Graduate's Got To Be The First One, And He's Been In Plenty Of Others So It Can't Be That Hard."
Compo, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW.



RULES RULES RULES RULES RULES RULES

If you don't obey these rules MAY SATAN HAVE MERCY ON YOUR SOUL!

- 1 Only one entry per person. We're a bit fed up of people who think they're more likely by sending in five envelopes. Fools!
- 2 Employees of Future Publishing and any other company mentioned on the TOTAL! Giveaway pages can forget it as well. No chance, matey.
- 3 The closing date for all these compos is 14th Feb 1995. That's also the final date for sending Valentine's Day cards to the TOTAL! team (especially Jon). I thank you.
- 4 Thick Dyer's decision is final. And if he's not here then Josse's will have to do.

PRIZE WINNERS

The winners of compos in issue 36 are:

US GOLD'S RALLY SCHOOL DAY:
Stephen Jenkinson, Kidderminster

TEN POWERDRIVE JACKETS:
Simon Pennington, Workington. Stuart Renouf, London.
Paul Staples, Guernsey, Simon Cotton, Edinburgh. Iain Crawford, London. Mark Andrews, Hayling Island. Kristan Battye, Huddersfield. Irah Simpson, London. Anthony McLean, Northumberland. Robert Strand, Gloucestershire.

REN & STIMPY/SEAQUEST WINNERS:
Gregory Co, Derbyshire. Nicholas Boothroyd, Elland.
Chris Longrigg, Fleetwood. Simon Warner, York.
Chris Seager, North Yorkshire. Mr M Smith, Romford.
Ben Derbyshire, Leicester. Christopher Allison, Kirkintilloch. D R Smith, Romford. Gavin Brown, Kirkcaldy.
Tom Jenkins, London. Wayne Carter, Lancs. Tracey Lynch, London. Chris Ryan, London. Andrew Brown, Powys.
Andrew Gibson, Preston. G Jones, Doncaster.
R Sandy, Kent. Scott Bradley, Newport Pagnell

WIN!

Hang on a minute, didn't we give away some of these Mighty Max Squirty Heads last month?



A DAY OUT FOR TWO AT



Yes, amazing but true, a gamer's dream will come true thanks to the combined magic of **TOTAL! Giveaway** and the generous, friendly nature of those wonderful chaps and chapesses at Sony and Ocean.

By answering one simple question you could be the lucky **TOTAL!** reader to enjoy an all expenses paid trip to Ocean's game development headquarters. You and a friend will meet the game designers, producers and developers who've delighted and thrilled you with their games, playtest their in-develop-

ment projects, enjoy a tour round Granada Studios plus get clued right up on all Ocean's latest top secret plans that they won't even tell us about yet (and we're their mates!).

Plus (sorry, I kind of ran out of breath there) the lucky winner will also win a copy of *Mighty Max* for the SNES and a Mighty Max Squirty Squirty head. Not bad!

Five lucky, but then again, some might say, not-so-lucky runners-up will bag themselves copies of the top new SNES game plus a squirty head each. Not entirely bad, either!

All you have to do is answer this simple question:

Q: How many times have we printed the word **TOTAL!** in this issue? Send your answers on a postcard to 'More Than Ten, Anyway, Matey!' Compo, **TOTAL!**, 30, Monmouth Street, Bath, BA1 2BW.



Meet the people who made this rather spiffing game.



And win yourself a copy of *Mighty Max* for the SNES.



And take a trip to Granada Studios. Which this clearly isn't.

NEXT MONTH!

STRAIGHT FROM THE

USA!

In our very next issue we'll be bringing you a massive special report direct from the **Las Vegas Consumer Electronics Show**, the world's biggest event of its kind!

There'll be more exclusive news on the **Virtual Boy** with the first game shots!

We're also taking a look at what each of the systems below has on offer and why Nintendo look set to take the lead!



PLUS! Masses of information on the **exciting games** that are coming our way throughout **1995**.
DON'T MISS IT!

Ooh! I'd better hurry back in time for Valentine's Day. You never know what might be waiting for me!



ISSUE 39 On Sale Tuesday 14th February

AWESOME ACTION

THE ADVENTURES OF MIGHTY MAX

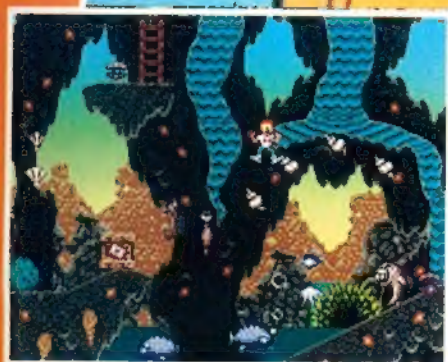


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Thank you!